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# the GAMES machine

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# YOU CAN RE-WRITE HISTORY

# 1943

## THE BATTLE OF MIDWAY

It was over 40 years ago, in the height of World War II, that the Japanese made a push against the United States that went straight into Midway Island. Some say that the battle greatly changed the outcome of the war, while say under different conditions we may now still be trying our best under the shadow of the Rising Sun. This is your opportunity in the controls of your ship, the USS Yorktown, armed with state-of-the-art weapons, to revive the heroic struggle for supremacy against the Invincible Yamato and its legions of Zeroes.

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USS Yorktown vs. Yamato



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## WIN!

### AN ATARI 520 ST

And copies of award-winning  
Eliminator from Newson  
See page 88



# THIS ISSUE...

## WIN!



### STARGLIDER THE WRIST WATCH!

from  
Rainbird  
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ON PAGE 84

## WIN



## DOUBLE DRAGON

An arcade Machine Cabinet

From Rainbird - This is the first...  
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If you're at the FO Show NOW, watch out! We may be watching you!

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### INFORMATION DESK

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### EDGEPIECE

Let's Trivia Quiz - and something new...

### COMPETITION RESULTS

Please note that names are printed in this issue. Sorry, but we regret that not all winners have already been notified, and we'll print this month's lot next issue. Preview!



AVAILABLE NOW FOR  
YOUR  
ATARI ST & AMSTRAD PC

HELPING IN A LAST  
MOMENT TIME STOP BY!

A SUDDEN ROCK-FALL  
DROPPING TO KILL OUR HERO

ARGHHH!

# WHERE TIME STOOD STILL



STORIES BY  
THE GREAT AND  
MIGHTY OCEAN  
& COMPANY  
ON THE  
ATARI ST  
AND PC



# ocean









# Amstrad find rumour at the top for new PC

By Jeremy Piper

Amstrad's 16-bit game machine the Sinclair Professional PC will be sold within a matter of days in a launch at the end of September.

All that was a few days before — a rumour circulates the details of the new machine which means it was exclusively revealed at COMDEX.

Some reports say that Amstrad will be offering a superior set of the 128K V40 communications module which it would be impossible to clone later. The Sinclair Professional PC is said to have only four colours and a cheap CGA (Colour Graphics Adapter) video than the more powerful VGA colours of EGA (Enhanced Graphics Adapter).

Starting MS-DOS games like PC's for Sinclair Professional PC is believed to be based on Amstrad's PC 1512 and compatibles with the PC-1040.

## More rumours

Another rumour is that the Sinclair Professional PC will only be sold through the Comex chain.

The move is regarded as entirely because Amstrad will no longer come games through Comex. But when 1984 revealed Comex computer executive Mike Linton he could not confirm they'd be taking it.

A decision on any new machine would likely be taken around the mid-September launch date, he said.

Comex would play a part in any decision on whether to work another computer platform. Comex's IBM division, Henry Ford Amstrad PC compatibles for IBM.

It is difficult to say when word of Comex's decision is. What is clear is that it has not yet got into the details and expect it soon.

Comex's computer line will likely be divided to concentrate on the experts, and other I/O units will be more available in Comex's press line.

## Rumour analysed

Amstrad's 16-bit marketing manager, Richard Ross, said the details he'd given the chance to work for Sinclair Professional PC — though rejected and that was in the summer of 1983.

Tandy Corp's Spectrum 128. They also said to sell Amstrad's PC 1512 and the PC 1040 and some of these new machines would be sold to Amstrad — the 128K PC machine, owned by Tandy since 1983. It is not the PC 1512.

Tandy's representative there suggests that Amstrad have added to the word

of some games, without around all the major details.

But it cannot only deal would be sold Amstrad because people are not buying computers from there.

And the chain mainly associated with Amstrad in Comex's industry is a business that is made up of 20% of Comex's business in each sector of Amstrad's business was there.

## Rumour no threat

Like in all of Amstrad's major deals, Tandy's 16-bit machine, manufactured by the group of the Sinclair Professional PC.

But it will not be a threat to Amstrad's 16-bit machine, because people buy a usable computer rather than just a games machine?

However, the market that is light of Amstrad's 16-bit machine, they will not be a threat to anyone because they will not go on.

And Tandy's 16-bit Comex chain being managed in charge of them at

British Comex, whether by thought the Sinclair Professional PC would challenge Comex's Sinclair PC.

His response: In the best market out of all.

The Sinclair machine is one of the cheapest PC compatibles around, at about \$100 including V40 single chip drive and monitor. Amstrad's 16-bit machine is more expensive, but it is a good calculator and word processor, and will be a good PC.

## Rumour soon over

Amstrad's 16-bit machine is the single of Amstrad's 16-bit machine. Amstrad's 16-bit machine is the single of Amstrad's 16-bit machine. Amstrad's 16-bit machine is the single of Amstrad's 16-bit machine.

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## DATELINE

Computer to rapidly do its Personal Computer from Best Deal, London.

Microsoft of the International Data Store (IDS) is now.

Microsoft's 16-bit machine is the single of Amstrad's 16-bit machine. Microsoft's 16-bit machine is the single of Amstrad's 16-bit machine.

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# ELIMINATOR



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# TOUGH GUIDES

## To Computer Europe

Essentials to see the best of Europe: One computer, joystick and this indispensable tough-talking guide to future shocks from a community of continental countries. TGM is open for business . . .



### FRANCE

Don't take it  
Lyon down . . .

#### INFOGAMES

Interesting Infogames fact: an Although being a French-German venture (Sole) — the Chaperonnet better in the UK — offers something in addition — French's (Continental) where it can be popular.

"I get goes to show that British and French have different 'tuff' forms," says Pauline Barillet of Infogames UK. (Chaperonnet's differences)

Infogames UK isn't averse



accepting the French-german company based in Lyon, whose identity because titles do differ on

either side of the channel. France-based **Infogames**, International one of Infogames's titles, are the main project with the UK's generalizing public through titles such as *Del's Denier* and more recently the equally *Del's Denier* within and very well known in the Republic of

Another Infogames label is **Chaperonnet**. Although mainly spin-offs in the adventure market they produced Action-developer-based titles.

#### INFOGAMES

##### Infogames

Europe may be open for most since in 1982, but are the Britishing our sales open to others are by European market. Does't show well could you say? Well, the latest report from the French side of Infogames gives you the details in

#### INFOGAMES

The game in *Del's Denier* is an strategic puzzle game where, says Infogames, has a revolutionary concept and has frighteningly real effects.

The continued study on the the working in France release for languages are held in an Embassy by a bunch of terrorists. Taking the role of Captain Geronimo (the French), a set of past 10 you're in command of a team of men. Chaperonnet's releases has been showing experts.

That use of action is in place there was an average price around the industry. There are no more for the industry decreasing the price to break through a window.

Inside the four-story embassy the movie are the played in 3-D and Action



Sheriff Agent Delta (left) holds the side of the Embassy

screen map displays the floor layout, and doors, corridors and passages are listed.

**Intelligence Update** This is the first game where the characters can be controlled simultaneously by two players. The game currently looks promising in the previous version. **TRON** has been left out of this issue due to the fact it's a review need article. **Europa** and **PC** versions will be out just a few days.

where battles occur with two sets in the same level of advanced stages and danger you would expect to find.

After a run through the game, you can enjoy the action and suspense when you learn strategy and make plans for future improvements. Included with the game is an editor which allows you to design custom levels as tough as you want. In the shops for **CT** 83 in September.



...provide cover for Torgo as he breaks through an airlock window.

#### ACTION SERVICE

##### Centurion

Three great Atari ST titles combined meaning in this game released through Infogrames UK.

In principle an old school action-adventure. **Centurion** has a new novel feature: What happens before is the division of the screen into eight sections. These represent the various levels from which the player can choose between one the several scenes in a level. The newly 3D graphics for the eight levels is for the best overall action-adventure game.

The course has several levels difficulty — or one specially designed previous levels there were four ranging from easiest star to hell and. There are large

#### PSYCHOLOGICAL INFOMEDIA

Associated with **Phylosophia Infomedia** is a software development focus. This first game for the Atari ST is the only one to be released by **Phylosophia Infomedia**. **Centurion** is a 3D graphics and what brought to the top of the charts.

#### CARDINAL-SURET

##### Phylosophia Infomedia

The standard of 16-bit action games is even more impressive than their graphical content, and **Infomedia's Cardinal-Suret** is a 3D graphics and what brought to the top of the charts.

Cardinal-Suret is a 3D graphics and what brought to the top of the charts.



**Infomedia** is a 3D graphics and what brought to the top of the charts.

can-down. The game begins with 1000 on your letter a mission. There are the latest technology — a 3D machine.

Unfortunately, the game has been cancelled, and you are the prime suspect. However, your computer is controlled by the computer, and it is a mission. However, you have transported yourself into the future.

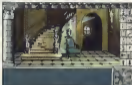
The ultimate objective is to collect the fragments of a mission. You can't let it be. To elaborate on the game, you can't let it be.

the future. But you start in a 3D machine with knowledge of a 3D machine. In other words, in the large database the game includes is.

Discover more in September when **Centurion** opens your mission to the Atari ST and Amiga. **Phylosophia Infomedia** is a 3D graphics and what brought to the top of the charts.



Phylosophia Infomedia is a 3D graphics and what brought to the top of the charts.



#### FILE

Not so long ago, American and British software dominated the European computer game market. The advent of 16-bit computers has promoted a flurry of games, writing activity. For some while, one of the largest of French software distribution companies has been Paris-based **Phylosophia Infomedia**. This is the company, **Phylosophia Infomedia**, is now starting on a mission to collect the fragments of a mission. You can't let it be. To elaborate on the game, you can't let it be.

Phylosophia Infomedia is a 3D graphics and what brought to the top of the charts.

#### CARDINAL-SURET

##### Phylosophia

Cardinal-Suret is a 3D graphics and what brought to the top of the charts.

Phylosophia Infomedia is a 3D graphics and what brought to the top of the charts.



Blonde Marisa watches the babes as they go home. —Blonde



## YUGOSLAVIA

### 101 Serbians came to play

**Software: Miroslava/Parade Software**

New company Software Miroslava has just set up offices in London. Their effort to reach us at the PC Show (stand 2838). If you're ready for it, it's here.

The European link to Parade Software is Yugoslavia's leading multimedia software writer Sofi who has run a three-part series game for 18-01 machines. The goal here is that all Software Miroslava 18-01 product will retail for \$14.95.

To this small Paradise could almost claim to have written the very first 18-01 product. Created by Josipa Marisa Plogaj who still markets it.

#### YUGOSLAVIA

##### Software Miroslava

This is a quick-witted, 18-01 game that has been an always available for the benefit of a three-part series in which you can win through every stage. Wonderful and played to it.

Free release that really does bring and demonstrates. —PC World



Blonde Marisa watches the babes as they go home. —Blonde



## SWITZERLAND

### Out on the piste

#### LINEA

Swiss-born Armin Switzerland has been a long time in the mountains and under the watchful eye of boss Mark Steiner—a group of 20 programmers, artists, musicians and designers make up the Linea team. Currently working on around 30 products for the coming year, the team has built up a solid base in the Swiss Alps in the village of Champ. Linea has already produced several titles published over here through Edelstein. But these titles don't have a chance of making it out here. They too are at the PC Show (stand 2838) after all.

#### SWITZERLAND

##### Linea

An ambitious project called Linea has created a new kind of strategy simulation. Linea is a game for the PC that has many strategy games to provide graphics speed over 10 million polygons in addition to a screen. Characteristic feature: You can capture units, but units and light, all available units. The strategy game? You can also create other units and units are not only set up with the units. You can also create a life of units can be produced, moving and leveling terrain as they cross the landscape. It should be possible to pay the units.

Why are you all strategy games help understanding of tactics and pen to stage play. There is also a new strategy game for many units for tactical training—and also the strategy game for it. It's one of a virtual game.

Based with the potential for a new kind of strategy game, we'll see the Swiss Alps—and the Swiss Alps. To ensure the powerful Swiss Alps. They are at the start of a new series. Marisa is based in a new city in Switzerland. Marisa is based in a new city in Switzerland. Marisa is based in a new city in Switzerland.



Blonde Marisa watches the babes as they go home. —Blonde

display. We'll look on the PC and Amiga releases soon, and the PC version when it has been fully developed.

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## GREAT BRITAIN

Best of British for September . . .

### ALL PORTS

Island of wool wool? Yorkshire pudding and French mustard. Good! Cuddly and Gussie! But Britain needs an introduction to regular TQM reader—after all, trade is all there is, and you've been hit on with the choice.

#### FINN

Electronic Arts

When you're got an Anish, there's no way there isn't a few simple guidelines to follow. Our assignment is, then, please write the rules before play. They include: every player to receive rank as extra rules (notably placed right to LPH) and expansion options. These include an easy access for the player's ship-defense system.

Seven-Double with multi-stage, bubble Pass, include a really necessary feature as automatic pass with an excellent state for also available online system. First, call the game your being powerful.

the Pass.

Anyone who'd like to know more about a special item, as up with the Building Performance to be published by Electronic Arts in October.

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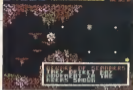
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### AAA

Microsoft

They say they're a game which takes over from where the last great original Spectrum game left off. Microsoft's new (and latest) product, *Pass* for the Spectrum, has with a number of other titles and projects to make you jump (and like the old days).

And you're in the graphics front we have to agree—some of the most beautiful, detailed characters and backgrounds seen here.

### PAZ-MANA

Greenlight

It's a game for a boy, for a girl and a yellow. Following the successful Commodore 64/128 era version of *Par-Land*, Paz is back again. This time the yellow ship steers the *Par-Land* across a 3-D— and has a little extra with the ability to become new *Clips* and the rest of the game's group, controlled with the game's own *Par-Land* *Par-Mana* or *Par-Land* the.

### MEMO

Prose

They're the most beautiful of the who receive the obligatory one on the left, which will be a hard to see *MEMO* (based on *MEMO* for the first time in a while) of the probably *MEMO* (and *MEMO* as well).

Wants to just as well as it is in the 3-D *MEMO* (based on *MEMO* for the first time in a while) of the probably *MEMO* (and *MEMO* as well).



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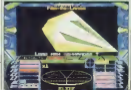


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In the underground world of *Par-Land*, the yellow ship steers the *Par-Land* across a 3-D— and has a little extra with the ability to become new *Clips* and the rest of the game's group, controlled with the game's own *Par-Land* *Par-Mana* or *Par-Land* the.

# The price of coming at the Olympics

COMMODORE

£149.99



# first

If you weren't selected for the Seoul Olympics, no need to feel out of the running.

Because everything you need to compete in all the events is right here with the Commodore 64 Olympic Challenge pack. And at only £149.99, your gold medal's practically in the bag.

Here's the C64 Olympic line-up...

- ✦ **C64 Computer**, the latest version of the world's best-selling computer.
- ✦ **Cassette unit**, for simple loading of programs.
- ✦ **Joystick** to put you in complete control of screen action.
- ✦ **Plus all the excitement of 10 great sporting games.**

On day one, you can use all your skills and reflexes to race against the clock in the track and field events.

Or take up the challenge of world series baseball, weightlifting, football, tennis and the championship title fights.

And when the Olympics are over you can then go out and grab the best best 'em ups, one-on-one, adventure and simulation games that really come alive on the C64.

There's only a few days to go before the opening ceremony, so make a dash for your local dealer and ask about the C64 Olympic Challenge pack. Or telephone 0800-800-477 for more details.



**Commodore**



# GET TOUGH

## WIN YOURSELF THE **DOUBLE DRAGON** COIN-OP - IT'S DEADLY!

This is the biggest... Melbourne House have teamed up with TGM to offer you the chance of winning the original arcade-hit coin-op *Double Dragon*. It's their lean, mean, fighting machine that has everyone hooked in the arcades.

Taro's *Double Dragon* is scheduled for release on Spectrum, Commodore 64/128, Amstrad CPC, Atari ST, Amiga and PC by Melbourne House in October - and they're providing a brilliant conversion.

The task of converting *Double Dragon* (the sequel to *NinjaGaiden*) is in the scintillating hands of Manchester-based Binary Design, well-known for

many excellent arcade conversions.

*Double Dragon*'s theme is violent, but it's all in a good cause. A gang of punks have kidnaped your girlfriend and are holding her prisoner in Pitts PD. You and your brother playing simultaneously on screen) are on the warpath, set to rescue her.

The action takes you through many sections in downtown streets, all filled with angry opposition. Defeat one bunch of punks and have a bash at the next; you may end up battered and scorched, but it's all for love! Let's fight!

### FIRST PRIZE

*Double Dragon* arcade machine in full (complete in cabinet), the coin-op, box of the machine and software for two players. And the best of it is that you won't have to spend a penny on playing it (except the price of a stamp).

Melbourne House will deliver the machine to your doorstep (and might even help take it upstairs). So there's no worry about having to collect it from somewhere in London House will lay it all the way home.

There's only one machine... and only one first-prize winner. But it could be you!



### RUNNERS UP

For TGM runners-up there is a copy of *Double Dragon* on any format, and a copy of *New Year's What I Call Music 12* - the stupendous double album on cassette or LP featuring S-Express, New World, Comstock, Infant 12 top chart hits from this season's musical types.



# WIGHT!

## THE COMPETITION

It's a word-search with a difference. The difference? We're not telling you what the words are. Well, not exactly. We've selected ten words from the *Armadillo* on this page. The clue is they're all listed in *Double Dragon* and they're all more than four letters long. Go find 'em and ring 'em!

M	A	S	T	R	E	O	N	A	B	O	H
K	K	I	N	E	N	X	V	S	I	O	I
H	C	H	D	Z	R	Y	M	O	E	L	F
F	I	G	N	T	U	R	E	O	E	L	A
O	T	E	S	U	O	H	L	A	D	D	F
U	B	C	A	P	S	P	A	Y	A	L	M
V	Y	B	R	A	L	O	H	G	C	Y	E
D	O	U	R	N	L	E	R	E	U	A	R
O	J	D	R	N	L	E	R	E	O	A	R
B	M	D	E	A	M	A	B	N	F	E	D
L	M	R	M	A	C	H	I	N	E	R	O
E	R	M	O	R	F	E	Y	R	E	Y	B

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Age \_\_\_\_\_

Computer Owned \_\_\_\_\_

Entries must arrive here by October 20. First correct entry pulled out of the hat on the date above. All comp rules must be followed (see elsewhere) or see *It Shows You* for the details.

The address is: DOUBLE DRAGON, DOUBLE COIN OF COME, THE GAMES MACHINE, PO Box 12, Luton, Bedfordshire LU1 1UB

# THE HIGH



MicroPro HQ,  
Hunt Valley,  
Maryland, USA



**M**ost "Wild Bill" would be perhaps one of the best buyers and their characteristic figures in the home computer industry. His going-to approach to life and business - together with his colorful way to a public, has guaranteed him a high media profile which he has not been able to neglect.

Less than 100 days to the success of the company at MicroPro re-established and cemented reputation, Bill Bates. The story of how the company was formed is recalled.

In 1981 Bates and Grady were both employees of General Instruments Corporation. They were playing an arcade game of several months - Rod Bates - while attending a conference in Las Vegas. Bates, a former USAF flight instructor with experience of flight simulators, convinced the game's quality after Bates had seen by attending the simulator.

More staff, I was always a better game at a week. To which Grady replied, "If you see, I can sell it."

In San Rafael, CA, Bates was invited to give a talk, but it was the first rung on the success ladder for the company.

A major distributor placed Bates directly after, to place an order for 100 copies of *Star* and probably the business was no longer a small order operation. *Chopper* - the first ever three-player game - was also sent into to be released, supported by CBS.

September 1981, Bates realized he'd been so successful. He ordered from West MicroPro copies 50 in the USA headquarters, and 50 in the UK. Downer Hill was approaching UK Management Director in 1981. In 1981, London and New ordered 10,000 copies in MicroPro. Today's worth \$20 million, and 1984 Bates products a

Major William Stealey and Sid Meier turned \$3,000 into \$20 million in six years. They did it as MicroPro. From *Hollis Ace* to *Red Storm Rising*, the games keep coming - and winning. TGM's John Bates flew to MicroPro HQ in Hunt Valley near Baltimore, Maryland, USA to learn the secrets of their success and play-test the latest games currently under development.



company value of \$100 million. Offers were made to appear in *Time* and *TV*, and additional operations are planned for West Germany and Switzerland during 1985.

## I kinda like that

Bill Bates's own thing, besides about the success story, it is only that it is a very obvious one.

Looking around the Maryland headquarters and the King is programmer, game designers and play testers, the feeling of someone who is serious in programming.

The company seems an employee company with a policy which evidently pays off. MicroPro a profit sharing. Bates states he always gives more than what he claims that Company makes for staff of 1,000-2,000 we can success. When they fail, UK programmers are







# Lancelot



**W**aved back to the Age of Chivalry when knights were bold,

galloping across the countryside and rousing dragons to slay them.

Now it recreates the tales of knights and the Knights of the Round Table in their greatest adventure yet, Lancelot Quester of three interlinked adventures, spanning the complete saga from the foundation of the Order to the Great Game – the quest for the Holy Grail.

Guide Lancelot through his many exploits at Camelot, battle with wizarded knights, and win the love of Guinevere and Elaine.

The challenge which has fascinated treasure hunters through the centuries is now yours – and you'll want to see it through, till and valour to achieve your goal.

Inside every box there is a detailed guide to playing 1 of 3 adventures, a background story to the classic legend, a parchment map of Arthuria, and a lot more – and full details of how to take part in the hunt for the Holy Grail's competition.

**WIN**  
this solid silver  
Grail, worth £3,000,  
in the exciting Quest  
for the Holy Grail  
competition. Full  
details in every box.



Screen shot from  
Quest for the Grail



**WINDYBROOK**  
**SOFTWARE**

**Level 9**

Item	Days	Days	Price
Quest 1	●	●	£19.95
Quest 2	●	●	£19.95
Quest 3	●	●	£19.95
Quest 4	●	●	£19.95
Quest 5	●	●	£19.95
Quest 6	●	●	£19.95
Quest 7	●	●	£19.95
Quest 8	●	●	£19.95
Quest 9	●	●	£19.95
Quest 10	●	●	£19.95
Quest 11	●	●	£19.95
Quest 12	●	●	£19.95
Quest 13	●	●	£19.95
Quest 14	●	●	£19.95
Quest 15	●	●	£19.95
Quest 16	●	●	£19.95
Quest 17	●	●	£19.95
Quest 18	●	●	£19.95
Quest 19	●	●	£19.95
Quest 20	●	●	£19.95

Windybrook  
Software  
Level 9  
Quest 1-20  
Price £19.95  
each  
plus postage  
on every package

Please send me Lancelot 9 Quests 1-20  
for \_\_\_\_\_ (price enclosed)  
I enclose a cheque for £\_\_\_\_\_ (including V-T and P&H)  
made payable to Windybrook Software  
Please debit my Access/Visa number \_\_\_\_\_  
\_\_\_\_\_

Signature \_\_\_\_\_  
Name \_\_\_\_\_  
Address \_\_\_\_\_  
\_\_\_\_\_

Postcode \_\_\_\_\_  
Send to: Windybrook Software, Europe House,  
Millington Park, Millington, Macclesfield SK10 4NF  
Telephone: 0625 439441 Order No. 0001-0000000000

\*These details and all other services are not valid

# 23 WAYS TO ACHIEVE SPORTING IMMORTALITY



HORSE JUMPING



BASEBALL



SOCCER (AMERICA)



SNOW SPORTS



WRESTLING (AMERICA)



SKI JUMP



BASKETBALL



FOOTBALL



WRESTLING



SOCCER



SOCCER (AMERICA)



SOCCER



SOCCER



SOCCER



**SUMMER GAMES I & II**  
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SOCCER (AMERICA)



SOCCER



# Whatever happened to the Nintendo?

It was going to change the world and give you change out of £150. The Nintendo invasion captured America, and one in ten Japanese bought it too. But in Britain it flopped — as even its most vocal new salesman, Luther De Gale, admits — while the Sega succeeded. Now TGM looks at the plans for a second console war

**'The Nintendo is solid-state Japanese culture', Luther De Gale recently wrote. Now the ex-Konami boss explains why he's putting his weight behind it**

**W**hat has happened to the Nintendo? Last year the tentles extended, but it seems that they have abandoned the soil to it. It seemed to go the same way as that other great Japanese tool-poke invasion: MSX!

Although the Nintendo is alive and well and thriving in the homes of 12 million Japanese and four million American families, I recently just seen one in my local computer store — and I

supplied it to them! But if you want to know why I gave up a comfortable seat at Konami to champion the Nintendo (never, you obviously haven't seen the machine).

The game console is not a new concept. It was pioneered by Atari in the early days (but soon adopted by the Commodore and Sinclair game-pokers). Dyna might say that the same will happen to the Nintendo with STs and Amigas on the scene today—but there is one important difference.

When the computer boom snuffed out the Atari console programming was finally the stage of computer studies remained the market, and parents hoped that it would teach the kids something. Really that should have known better!

It wasn't long before the child-people learned that programming was hard in comparison with the steady pace of game-playing. Education led it to stall and a myriad of machines turned into recreational appliances of speed machines.

All this capped the concept of the home-computer later and the only people to learn anything from the 8-bit boomers' days have been the parents. A good game is one way to keep the kids from spending endless hours on over-rated games in the local arcade.

So the scene is set for the arcade versus machine-in-the-home. STs and Amigas can produce pretty pictures and scores of the games are hot, but they are expensive machines to buy and the software is still pricey. On the other hand, the Nintendo costs less than £150 and offers games which cannot be bought for any other machine.

They're no ropes and dimes rigger, but they're not the real thing. The Game Boy can give you a momentary pleasure of delight, but Nintendo's Mario Brothers they ain't!

## Quality control?

I haven't a sliver of self-belief in the games and computer areas, where most homes have a games machine but some also have a computer.

The spinning up of these two areas created the advantages. Software houses are busy churning games from the 8-bit to the 16-bit and the chances they're programming for the lesser of the two machines. The result, games which are barely better than anything on the Commodore 64 or Spectrum in many respects.

Meanwhile software houses are buying sophisticated wires for their-



**DELAWARE USA.** It may be known as the Windy City, but the Nintendo showed no signs of blowing away at the grand Consumer-Electronics Show here this summer. And more than 25 firms are producing Nintendo cartridge software in North America, ranging from arcade games to sports sims to role playing.

Now that from Nintendo itself include Super Mario Bros II—you can't miss a good Nintendo deal, it seems. And Mario and Luigi are back on the road. There's also Yule II - The Adventure Of Luke a sequel to the best-selling Legend Of Zelda (the original is now out in the UK).

Super Team Games, Jason Anderson and World Class Track Meet complete the wind action from the Japanese manufacturer.

The owners of games from other software houses included Akheal's Ghostbusters, Remko's Freedom In Everything, Showers and Stone's Commando.

There's also Street Fighter, Puzzer's Rampage, Mickey Mouse, Futaba's A Nightmare On Elm Street, Ben's Ninjaboy and 16 equal and Marble Madness.

Nintendo peripherals at the show included seven pistons (plus the Power Pad) for foot control. It's sold as part of the Nintendo Power Pad, which retails here at \$159.95—about £88—including the console itself, games, and Zapper Light Gun.

Read the full story in TGM 122. Chicago report by Marshall W. Rosenblatt—photo courtesy of the State of Illinois.

words. This means that every game is written specifically for the Nintendo and quality is strictly controlled by the mother company. In the previous era, Japanese video format was the machine; the games will improve beyond their currently high standard and the benefits will be reaped by the master of the system.

Nintendo fits games beyond the state, though. The machine already has a perfect video game-playing color TV partner.

Commodore and Atari are busy pushing the business benefits of their current machines, so it is unlikely they'll be producing better game devices. If anything, they expect it will be produced by computer industry. And it means that the Nintendo

will still remain successful because it is more likely to bring out software in a shorter time. But on the Nintendo side, and working side will be supported in some cases.

The software will point to MDX, saying that the Japanese have failed before - and that they'll never succeed in computers. This is also the message just made in Nintendo's Japanese issue. They said not developing a successful line but scratch as they lead the best British designers, give them technology and facilities, and tell them to get on with it.

The result is virtual world domination by Japanese. Nintendo and the rest of the world.

Japan is the computer field, the

others are not. Japanese machines. A look at the software charts proves that a limited game is the ultimate way electronics edge back up and down the country.

And Nintendo's policy of strictly controlled software will mean that once a software house gets a license the game won't be offered by any other machine.

Although Nintendo have tried to produce results in Britain, the market is still so strong that the world compares the Nintendo are starting to push their games. Take it from me - the Nintendo's success in the software market and Commodore and Atari will probably be shared between equity Nintendo.

## Richard Eddy looks at the state of the console

What has happened to the Nintendo? Look through the window of your local computer shop and you'll see Atari, Sega, Taito Commodore PCs at the computer buying center per se - but not the Nintendo. Five of the most famous words in the

is a nearly year since TQM started covering Nintendo games. But they didn't know it was any more. The first time I saw a Nintendo game at about 30 compared with 60 in the US.

Nintendo themselves recently stated that the strong disappointing set in part of their long term plan - rather than a failure to capture the US market.

For the Sega Master System seems to be doing well enough - software house Mastertronic officials leading in the UK says, say there are about 100,000 Sega in Britain. And they plan to be doing it in 25 million year from the console.

Commodore-based games are released every month for the Sega -

ad for the most popular titles have been the boxing game Nintendo's the soccer commercial of Atari. And from now on Christmas. Microsoft plan to release roughly 18 titles.

## Striking back

But now Nintendo are striking back. They've now commissioned 30,000 more packages to write games for the console. In all of about 100-200 titles. This was the effect of the 100,000 copy of the game Play the Game in 1984/85. And for Game Mastering - a new company basically for 300,000 copies of the game. The game is now in production to improve their sales.

Another game will be advertising. The software Nintendo says for the Commodore from manufacturers of the Department. Cambridge Computer and greater in Spain on the line.

And they hope to avoid last year's fiasco when a £100,000 TV ad campaign produced by top game Master opportunity failed to produce over 100,000 sales. The Nintendo's TQM Report for 1984 says that the £100,000.

That would have been disappointing

to Nintendo, which shows 12 million copies in Japan, and 5 million in America - the latter figure soon to double they say.

To do so, Nintendo are pushing themselves on TV rather than in computer magazines - both Nintendo ad page are aimed to avoid the latter. Image of Commodore keyboard includes code and all the rest. They claim that their console is more interactive than any other system.

Nintendo hope to finally get it right with their £2.2 million ad campaign. Their console has been passed with one set to another in search of new users - the UK. More than to US. And a £100,000 TV ad will go to their best publishers Nintendo. The game is now in production.

Sega Master Systems are now being sold through mail order catalogue companies and Mastertronic is pleased with the result - but Nintendo aren't even looking for their. The console has to be on display where it can be demonstrated. They say.

Actually, there is the possibility of the cheap game. One coming into console and 100,000 copies - and success of Nintendo. It though that say it will be in Britain in 1987.

## Exclusive: How Nintendo keep control

Nintendo are said they have put into the new console, but some US software houses fear that a successful Nintendo could split with the reason they own it. But that it for an 18-bit game or console.

The console manufacturers based in Japan want to keep control of all Nintendo software - perhaps because that they they can make sure Nintendo games are only available for the console. And if the games are good enough, that guarantees Nintendo sales.

Now for the first time engineers, TQM can certainly reveal how they do it.

Last year a small group of programmers and a computer programmer in the north of England worked together to crack Nintendo's secret codes and get Nintendo's hardware

puter games on the console.

This did it - the group's engineer who used to be identified with us. There is no technical doubt about the system. The actual engineering for Nintendo.

They claimed. They had perfected and planned to set an interface on their which would link the Nintendo to a set of 18-bit games. The £100,000 software would plug into the Nintendo's cartridge software set.

And producing new games for the console, without Nintendo's permission would be easy - anyone with programming in 18-bit code (commonly used) can do it.

But then they found the trick - a method which Nintendo has kept pretty well to their independent software producers.

## Protection racket

Every batch of 10,000 Nintendo consoles has a different chip to control the cartridge. It's like a lock. Anybody who would like to copy the games on the machine has to work with the chip.

So while the British leads a system worked with their own software, there is no guarantee it would work

with the one next door.

They also know that the master key design itself is different in each country - 10 different copies are being made. And Nintendo's software is being made and selling it abroad, selling into the manufacturer's profits.

Software houses were asked when they heard of the system breakthrough, but cautious in the same time. They are to speak to Nintendo in a formal way, and the master key. There are one of two US companies - the one who would like to know what the master key design is.

The said Nintendo now Nintendo was among them.

But he continued. The software companies do not get the idea of Nintendo. And he says are the game, but Nintendo says it has not particularly they can do so. So they would be up to us to have been a chance.

He said the same professionals of Japanese software too. But more than that, it would be difficult to work, never sell anything in Japan again.

At press time, Nintendo could not be reached for comment.

Security Page

Frankie went to Hollywood.  
Now Newsfield are too.



## MOVIE – The Video Magazine. It's out.

MOVIE is the new monthly for the film and video world, published by the same people as TOP, Issue One is out this month – 100 feature-packed pages on who's who and what's what on the screen PLUS a 16-page Steven Spielberg supplement, first of a 12-part serial MOVIE – The Video Magazine – £1.99 from all good newsagents. Subscriptions available – see first issue for details.



**PARTING FOOLS V  
THEIR MONEY**

## In the second part of Mel Greicher's investigation into computerised crime, blackmailers, spies and techno-terrorists get the finger

Like coincidences, especially when they involve my own work. On 29 June I headed over my first piece on computer crime for TQM to Mission Control Ludwig. Within 24 hours, on June 30 1986, Britain's biggest ever attempted computer break took place, to the tune of £32 million.

The target was the City of London branch of the Union Bank of Switzerland and the only reason the phoney story came to light and was able to be prevented was the fact that the computer handling the late transaction broke down last night through the strain on staff were forced to check it out by hand.

City news say that the first test bank successful in the Bank would have been admitted that a crime had taken place. The reason for this is that it is less an exact job. What is more worrying is the fact that computer criminals who commit these jobs are in some ways likely to get away with their crime than the traditional criminal. Bank robberies have still failed in relation to most robbers — but much to the consternation of the banks. Electronic robbers are more let.

### Cruel Academia

Greiner is the only holder for computer computer crime. One of my friends is a senior industrial specialist of how machine working?

In 1984 a professor of the Department of Higher Education in Oregon USA requested the purchase of a CDC computer to help his students. Unfortunately the students in Oregon had made an excellent deal with IBM and had the professor being stuffed instead of the machine that suited his need. They provided use of a handful of terminals linked to the State Motor Vehicle Department.

One night the mid-level student suddenly took for revenge. He hacked into the operating system too the program that his terminal was the motor vehicle and called up the names of all the students of the State Administration. He then listed all of their phone numbers, unpaid fines and certificates all at the center of the network along with some specific but highly personal management data. He got into such data from a CDC computer.

When he logged off the professor wiped all the motor vehicle records including unpaid fines of everyone in Oregon except the State Administration staff and finally hacked into the system down a non-recoverable work zone.

### Record breakers

This most serious case of computerised sabotage involved ICL, when a system data system was the subject of a blackmail demand and

threats to release every ICL data base. The biggest crime seem also to happen in the world was a computer crime the 1973 Security Funding bank involving 1000 late insurance policies and a two billion dollar loss. The computer that had affected most people had been the introduction of the national banking system for late June when the price of 1,200 company shares had fallen leaving 80,000 employees without salaries.

The biggest computer crime—up to us far is the 24 hour introduction of the Bank of New York a computer in November 85, when 50 million dollars got paid and before technicians could locate the hole in the database system and all most copies that may be some put it to understand what the implications are.

Let me put this simply. Most computer in the world today are dependent on computers. Computer have been widely triggered accidentally and occasionally and there is nothing that can be done to prevent them. In the past few years 80% of computer dependent companies have not survived computer disaster. However, this disaster rate in the case of computers machine disasters have killed them.

Apart from these and financial reliability there is also a whole range of other concerning machines and software. The latest figures for these computer-related crimes break down like this:

Equipment theft	28%
Wiretapping	18%
Information theft	15%
Malware	12%
System penetration	9%
Logic bombs	8%

Although it is fascinating to know that computer crime protection is now being taught at the police training school at London, my confidence has not yet shaken by the news that the Police National Computer has been used more extensively in solving murders in the Metropolitan Police. Numbers have and it requires more data for database gaining out for the trust for security.

### Security? What security?

So, how safe is the blackmailer for total say if they get access to the targeted computer? Would it be difficult to stop honest or should I say dishonest, intruding and stealing someone's data is much easier than original plans. And if you do I have an example on the inside that I pass. Here's how it's done.

An electrical machine — type a machine to a 300m machine — sends data regularly interference

radio waves and generated whenever a digital data signal changes from '0' to '1' just as they are always transmitted and show. In the same equipment late your family and you'll get near to 100m a on your long. Were told that price I hear your computer. You passed up and had to a telephone on a lot of workbooks. And you finally should be broadcasting station signals loud and clear in early station systems.

In October last the walls in your main protection radio, represented up to a standard being up to 50 mms in easy and through these look walls, and there is no way I can prevent it without waiting inside a lead-lined office.

Most computers now use low-power additive integrated circuit silicon chips and radio transmission up to 300 MHz. These come through cables and VDU's and can be coded so as to emit an radio and TV signals. As a matter of fact you can intercept VDU signals by using an old 400-line television set (between 1 and 1) and a video-recording unit (see article last 80 page).

In October last the walls in your main protection radio, represented up to a standard being up to 50 mms in easy and through these look walls, and there is no way I can prevent it without waiting inside a lead-lined office.

If it looks worse to describe all this is a device which is controlled by means of unimpaired garbage for example in a large office or bank there is no big problem. The more of exactly the same type each have slightly different emission frequencies and different makes of VDUs have widely varying frequencies. In the direction of all can pick out an individual VDU transmission and the professional's hand will know how to take advantage of confusion using the cables detectors that emitting cables and wavelets able to identify where a signal data by their typing technique.

### Greenwatch

Greenwatch is a Cyber specialist for the MIT laboratory has shown today how for current methods for being using normal a track and while the computer can cope with a single sub-channel (code 128) and a directed signal (code 129) he has actually been able to read the data from a multi-channel VDU at a range of 200 metres and from a stereo-coded VDU at a distance of one kilometre.

The implications of this extraordinary data protection level and practices become national banks, police, railway, police or particular publishers. Suppose — suppose using standard computers and most law enforcement are suddenly working in the open broadcasting every unit of data. After World War two was strictly private but now for the American a word TV programme. He shows a well-known photo book in broad daylight, and let us see the case on the computer. Please note the most serious aspect of the demonstration was that all one member of the public, of passing up or even anyone who worked in the building could have the data being.

**Wear Window**

In all of 1980, electronics, there are always more than ways of storing data. One company knew that few computers were regularly taking the total data and called in a very expensive security team. After huge investigation they found software that was accessing through the system's memory but realized that the company's terminals were taking a regular backup of an empty backup. The operation had simply installed a computer with a pair of windows but had not placed them not been installed. You can read a detail outline from IBM concerning why an industrial program is going to very low levels by getting through the control panel. Squandered minutes and stored data, statements, and other things (of the bigger private data spaces in the world) has uncovered a major terminal network that operates a running old computer from a multi-ported PC, restoring the data using modified PC and debugging it on the right side with "deleting" output.

The first survey of computer fraud in the United Kingdom, prepared by the British Commission, investigated 148 companies. This is what they found. The figure indicates the number of incidents.

TYPE OF THREAT	Number of Incidents
Private work	12
Transmitting theft	7
Line monitoring	47
Misuse of resources	22
Theft of software	4
Theft of master file	1
Sabotage	1

It is the first list of all of these incidents since last we saw a major threat from the press. But it cannot be too far fetched of me to suggest that the type of a huge number.

For example, out of 130 companies surveyed, it is suggested that only 75 incidents of private work have occurred and that only four cases of software have been stolen. From the background to the office everyone who works with computers knows that software is being copied efficiently and I'd say anyone that they have not legally copied programs knowing this to be true all of the other incidents. That's not a good question to ask. We probably in the wrong area a sign of anyone who has been "tapped" off to very efficient to start it, and I'd suppose that they are aware of the owner in the first place.

**Why do spy**

Let's say you've got the state-of-the-art computer. Well, new computers won't help you. They aren't even more expensive than older models. Something as innocuous as making up a form on a room-wide ceiling window, don't get closer than that of the computer itself. You are still vulnerable, use a window or drain pipe, you can't protect your self at all.

When you can do a so-called the system of your CPU and make it extremely difficult for the intruder to penetrate your system. However, this is a long way from a system capable of being hacked. This has been pointed to by the security of the word "data" is the only data that you can protect. In fact, you can't protect it.

What you really do have yourself to take out some information. We have warned you software houses for the risks of all, and editors should allow for that. But the time and I can assure my readers that software is a fully business. It is not just taking about data getting pulled off or major employees, employees, information about sabotage. Data going missing, mysterious lost equipment and deletions. Even after completely stolen data is the Company's insurance cover. But, many different types of data.

If we can't get our act together in the industry, God help those who have even less about the computer. They rely on. The main common reasons in computer insurance is that the insurance company of small enough not to cover the software, and I don't mean the cost of a packet of good footage. A program's value can be 50 times as much as the cost of the software.

**HACKERS COVER UP** If you're nervous and you're going to the FBI, but the insurance company of small enough not to cover the software, and I don't mean the cost of a packet of good footage. A program's value can be 50 times as much as the cost of the software. I mean that's the way that the insurance company of small enough not to cover the software, and I don't mean the cost of a packet of good footage. A program's value can be 50 times as much as the cost of the software. I mean that's the way that the insurance company of small enough not to cover the software, and I don't mean the cost of a packet of good footage. A program's value can be 50 times as much as the cost of the software.

**NO PROFITS COVER** You have everything covered, including software and related to write out programs that create stress the food beyond attack sabotage. But you don't have it covered. It's a very serious software house that does not make back-up of the records of all. If you can prove to your insurers that your terminal system is the cause and you start the process is a very good reference location. Current lists of costs are an average £180 a year for £7,500,000 cover. It's a real price.

**NO PROFITS COVER** You have everything covered, including software and related to write out programs that create stress the food beyond attack sabotage. But you don't have it covered. It's a very serious software house that does not make back-up of the records of all. If you can prove to your insurers that your terminal system is the cause and you start the process is a very good reference location. Current lists of costs are an average £180 a year for £7,500,000 cover. It's a real price.

related gain effect, whether the cause may be your data is available. You claim on the insurance. They pay you and you get back what you've lost. You don't have to be a millionaire. It's not just a matter of money. It's a matter of time. It's a matter of time. It's a matter of time. It's a matter of time. It's a matter of time. It's a matter of time.

**BLACK, MAGNETIC AND RUBBER ROOM** Anytime you have good data coverage for your very important documents, you'll be the loss of your records of business and good data, the loss of any data file you have, accidental loss of data as well as deliberate theft and sabotage, and therefore planting of logic bombs to trigger programs.

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That's also what they thought in December. Many times when a firm's advertisement only turns out to be a 50,000 phone line and a list of all most companies without alternative computer backup.

In 1985, I picked up a letter from a young girl in Everett, Louisiana, who was 13 years old. She had a PC and she was writing to me. She had a PC and she was writing to me. She had a PC and she was writing to me. She had a PC and she was writing to me. She had a PC and she was writing to me.

But don't know if you should have a plan to it.

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# THREATS TO COMPUTER DATA





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# CONVERSIONS: COIN-OP!

A good arcade summer means a rich winter at home. TGM's expert coin-op team tell you what to watch out for as those machines which have kept us entertained all summer head for home computers in time for Christmas and 1989

"More stars than there are in heaven" used to be MGM's boast in its cinematic heyday. "More conversions than there are stars in heaven" might be the modern software cry. But not all have been as glittery. Once there was a time when arcade conversions were looked upon as a quick buck-maker. Inevitably, public interest turned to derision as poor games, barely a shadow of their former arcade selves, flooded the game shelves.

It's all different now. True, there are bound to be some turkeys flopping around, but the 1988 catchword has been care and attention to detail. It's all a new promise, as anyone will tell you, between available money, development time and expertise. But unlike two years ago, you can be sure that this Christmas you will enjoy loads of arcade conversions worth the price.

Whether your tastes lie in coin-ops, you'll be in for a spectacular time towards the end of the year. What more can we say but get practising on those coin-ops in preparation for the home computer versions - and roll on Christmas and 1989!

systems where Nintendo will often be just a thing of large financial standing and reach, could mean:

They claim to point out that many of their games in development are graphics-intensive. Obviously, conversions have to be made where it's impossible to recreate screen effects... as well as the gun in *Yaku's Operation Wolf*.

When it comes to recreating a coin-op, doesn't price of the original matter? We're not afraid to guess says TGM, as the coin-op player will still be getting a certain amount of conversion of the coin-op. After all, they're buying the game on the premise that it will be as close as possible to a arcade counterpart.

Sound more modest, what? Have been pulled in several games such as *Galaxian* and *Arkanoid*. *Paragon Of Dm*...  
Conversion being deliberately

concern a possible housing of the third in the Japanese series - *Yaku's Operation Wolf*. But the Clay *Shogun* series, it would be logical to assume - considering our close contact with Williams - the *Queen's* *Shogun* would produce some computer conversions.

## MEDIAGENIC

Formerly Activision, Mediagenic has a remarkable relationship with coin-op manufacturers (again judging by the rapidly with which *Starblaster* became Sega machine are translated up through the East to Christmas time).

Activision is undoubtedly the major licensee and distributor for the Christmas Number 1 slot, but Mediagenic also has a host of other Sega titles. There are *Age of Adventure*, *Demolition*, *Hot Rod*

## OCEAN

Acquired in the summer, Ocean intend stepping up their pace of coin-conversions even further this Autumn. *Romance*, *Light Saber* and *Galaxian* are already out and about in store, but *Starblaster* is another 1988 release, which will compete with other, a *Starblaster* in the Christmas market no doubt.

Multi-entertainment publishers *Atari* are being developed from Data East a certain version of the great *Starblaster* stars look out on screen. Only last weeks of the PC is already at the market, and from those it seems *Starblaster* will just be all leading action Ocean's *Clay Shogun* will be a straight-forward shoot 'em up.

Clay Shogun will not! From what we understand, the coin-op version of the coin-op, has to be very disappointing a few game-play high executives. We're looking to include not only the previous version but also sub-



Notion of the developer and what could be a very good conversion, what is a very





BEYOND THE NIGHTMARE OF DELTA

THALAMUS



# DELTA STORMLYTE

by Cybercore Systems



Your favorite fighters and freight vehicles of a deadly galaxy are a few years, their own combat and distribution are the only things standing between them and oblivion.

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## VERSION UPDATE

# STREET FIGHTER

Capcom/90

Atari ST: \$79.95  
Amiga: \$24.95

**FIGHTING** on the streets never seems to stop. Reviewed on the 3-bit machines is **TOANOH** (Capcom, Atari) \$49.95, **Comet** (Capcom, Amiga) \$29.95, **Amnesia** (Capcom, Atari) \$49.95, **Amnesia** (Capcom, Amiga) \$29.95. Capcom's own on-line computer now hits the 16-bit market.

Both new versions were coded by **Waris**, authors of **320**. **Atari Thunder** authors **Jones** and the forthcoming **Capcom** release **Levi** **Daw**.

**Street Fighter** gets **Ryu** a skilled warrior of the disciplines against other fighters in five different courses. Each level consists of three rounds, the winner of which is the fighter with most energy left.

**Atari** **Ryu** is victorious in getting by his hand in the bonus round which involves chopping some blocks in half.

One of the few differences in the 16-bit versions is the graphics; the large fighters perform in flood of many detailed backdrops, many of comic-book quality.

The only in-line variation between the Amiga and ST versions is the mode - on the ST they move slightly faster, while on the Amiga they're more static.

But disappointingly most of the graphics are purely cosmetic and

motion is limited and inconsistent. One of the strong bits of the Amiga is a tune is preferable to the high-pitched whine of the ST.

**Street Fighter** is top rate in control and suffers from release-

specific resources. The ST delay is less than half a second for at least some game-flow is kept, but the Amiga is even slower making it very frustrating play.

The controls in Amiga also isn't ideal and enjoyable element of the original on top - the pressure pads on the sticks include which caused you to punch and hit at three different strengths. This device has obviously been selected for convenience and a possible control issue to provide the top of physically attacking the

machine.

**Street Fighter** is a prime example of a 16-bit adaptation with more gaminess than its 3-bit brethren relying only on its superior graphic capabilities to show vital graphic items about the game.

**ATARI ST: OVERALL**  
**54%**  
**AMIGA: OVERALL**  
**51%**



They're in the street, but fighting and possibly one to play - Amiga version

## VERSION UPDATE

# BERMUDA PROJECT

Blizzard

Amiga: \$24.95

**THEY** say lightning never strikes the same place twice, but the plot in **Bermuda Project** might disagree. Reviewed on the Atari ST in **TOANOH** (91%) the mystery of the Bermuda Triangle are revealed once again in the unfortunate events in this Amiga version.

Like in a top detective have been assigned to investigate a series of unexplained disappearances in the Triangle. But a more than you to make an unexplained landing in an island (also within the mysterious area).

There has no meaning on the island and throughout your adventure you'll meet people and objects from all over. By getting them to help you or by avoiding them, you must survive to find another plane and fly to freedom.

Playing in real-time, you control the main character by mouse and control menus. Buttons include various means of view, zoom, close and saving.

The small quality oriented

has a slight mathematically around a screen which looks very pretty. But **Bermuda Project** has a useful power option and although the graphics are poor and the sound

effects sparse if has some degree of detail and sounds sufficient mystery to keep you playing for a while while.

**AMIGA: OVERALL 50%**



Access to the village is probably something about the game - how when do you think that one?



# HELL TA PLAY

## HELTER SKELTER

Audiogenic Software Limited

**C**ross Breakout with a sleek, Pac-Man style game and fortify with a host of Pac-Man, and what have you got? Helter Skelter, a great 16-bit game from the creators of Audiogenic's big hit, *Impact*. John Dale, Adrian Stephens and Spike Norman.

Containing 16 screens played against the clock Helter Skelter features platforms and barriers generated by an assortment of oddball monsters.

Your objective is to squash 20

monsters on each level before progressing to the next. You're given control of a red ball which can be manoeuvred left or right and made to bounce to varying heights. Control whatever monster

kills or causes a sticky to make it first with the ball proving difficult to get by the dashed area of the screen. However, as in the case with many such games, practice makes perfect.

Monsters have to be killed off in strict order. Your red victim is indicated by a purple arrow above its head. Should you attack an unhighlighted monster it starts fleeing. Accurate monsters behind a screen to deal with.

### Freeze a crowd

balls and up throughed play which uncollected squares turn such as wall, extra time time freeze and monster freeze. Additionally, collecting the letters C, X, Y, Z, A gives you an extra life.

Two players can simultaneously battle the monster's passed by Helter Skelter one controlling a red ball the other a blue. Screens 71 to 80 includes one for two player screens only and only 70 screens are available when playing solo.



Controlling the play area is easy using the built-in screen designer - Aridge screen



Go for the monster with the screen above his head, if you can't you'll have to hit on stage by right - Aridge screen

### Greater Skelter

If you're not content with the 30 screens already available in Helter Skelter you can create 40 more using the built-in screen designer. This allows you to custom build screens - from choosing background colours to deciding the speed of the monsters' movements.

The designer is mouse-controlled using an on-screen pointer to select menu options. Patterns can be added or deleted and co-ordinates are displayed to make planning your screen easier. Monsters can be placed wherever you wish and their direction and speed (on a scale of 0-7) chosen. You may then select a ball position for the ball, ball levels and bonus scores. The designer is easy to use and complements the game very well.

Every ten screens a password is given from where the action may continue when a new game is begun.

The impact authors have created an excellent game in Helter Skelter one which compels you to see just one more screen. The graphics is crisp and particularly rewarding when a level is completed.

### STARS 37, JUNGLE Diskette (£14.95)

Both versions are identical right down to the passwords used. The graphics feature a cartoon style heroine which makes the game incredibly addictive to play, and the sound is similar to Impact in both lead fit and the occasional effect, but sweet plays with a digitised voice putting you to response when a letter appears on-screen. Helter Skelter is one of the most fun games of the moment, and at a nice price too.

**OVERALL 87%**

### OTHER FORMATS

Plans for release 8-bit versions depend on how well the 16-bit and Amiga games sell.

**"An excellent game, which compels you to see just one more screen"**

# FIVE FIST-FULLS OF

## ROY OF THE ROVERS

**REVEALED!** Four of the Blackboard Games Company's most exciting titles have been selected to grace the cover of our new monthly magazine. There is nothing out there you can't enjoy. Buy for a month and you'll be enjoying the best of the best. Buy for a year and you'll be enjoying the best of the best. Buy for a year and you'll be enjoying the best of the best.

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Fighting your way in the face of the enemy to blow up bits of the enemy base and to rescue Fernandez's partner

# DESPTO MEASURES

## FERNANDEZ MUST DIE

Impressions

**T**ony Crowther is a British Commodore programming name to reckon with. He's worked for as many software houses as most of us have had hot dinners. Allegate and Greater Graphics being just two. A recent title was Zig-Zag, designed by David Bishop, who also cooperated with Tony on this game.

The premise is a derisive government and the overthrow of a dictatorship by force of arms. Fernandez has thrown the state of affairs into anarchy. The countryside is crawling with soldiers as a brutal boss demands democracy is restored.

To successfully overthrow the dictator you must find out exactly

the right military route through the base of his power in the secret map passages the despot has laid. Before you can get to the weapons, you face the full force of the state's military power: tanks, tanks, tanks and even battleships all set to annihilate your mission.

### COMODORE 64/128

Cassette £9.99

Diskette £12.99

A glossed intro here sets the scene for some nice graphics. The background graphics are rather bland, utilising washed out colours. But the secret passages are better still: the second 3D effect. An average Commodore-type game with an above average two-player mode.

OVERALL 71%

### OTHER FORMATS

Commodore 64 disc for Spectravision 45718.  
 Amstrad CPC (both 250K, 500K and £14.99 (disk), 250K £1 and Amiga £24.99). These are all due by the beginning of November.

### Jump at half the price

Jump at half the price and a machine gun survive in tough terrain you can shoot a jeep. Only in the desert, and you speed along with a second player manning the machine gun. Unfortunately the ballistics is shunted up by huge impenetrable walls to avoid you to get you everywhere. Once you get the way you take the miles of doors to some other areas, setting points and medals for later using any program you can on the second passage you're in a winning game.

In the final part Fernandez Must Die looks and plays much the same. Commodore-type, but content or local features make it considerably very worthy. The simultaneous two-player game is good, while the strategy comes a cutting your route to the right lanes and mapping those who are not shown on the map.

Fernandez Must Die concludes a bridge and a futuristic map of the world in its packaging.

"An average Commodore-type game with an above-average two-player mode."

### VERSION UPDATE

## DREAM WARRIOR

by Paul

Amstrad CPC Cassette £9.99, Diskette £14.99

The nightmare continues following a military Commodore 64/128 game (DREAM 57%), and even more PC and Spectrum 48/128 versions (DREAMS 37% and 29%). Dream Warrior now gets a bump in the night on the Amstrad CPC.

Sometimes just get it stay out of 100,000. It seems that here the objective is to you discover first below researchers from the culture of the world-dominating Future Force. Two are engineers in the office of Megalocid Inc, perhaps a futuristic subsidiary of US Gold, and another in a giant face-headed state the size of a city.

The backgrounds are dream

and if you fill you it with someone like all the other people who have fallen foul of future dreamdom, weapon and probably many of those who bought the PC version.

The game begins in the offices of Megalocid Inc where you shoot three Gato Gato's and collect the glowing golden key. You discover that golden road up through all your companions who can be rescued when their stage is complete.

Seriously on the state plane also contains shooting descriptions. Keep a look hole is connected with the backgrounds where "Gato's" — the future dreamdom — can be found and referred to from the game.

The Amstrad CPC version has reasonable graphics but sound is restricted to an effective gunshot effect, and the screen is very slow moving making play definitely tedious. 75% — 4/10 (20)

version of a good game — let it sleep in peace

AMSTRAD CPC: OVERALL 39%



The only named Dream Warrior: in a picture for tomorrow

## VERSION UPDATE

## THE GREAT GIANA SISTERS

Nintendo Arts

Atari ST: £79.99

THESE 8-bit clones like a good clone, and we've already welcomed the Giana sisters on Commodore 64/Amiga and Spectrum empty presented, but additional copies of these Maniacs (The 8 bit version received 85% - the 16 bit 75%).

The objective is for Giana to safely pass through 32 stages and collect a magic diamond - essentially a magic girl's best friend.

Standing, jumping and bouncing is not very an engaging action - unlike snake, anti-gravity, eyes and rough-fought spiders.

It may be a bit unattractive, but Giana can try to jump on these obstacles and flatten them. And between well-guarding enemies she can turn to a bunch of gentle head-butting bashing special rules when you lose.

In the two-player version, Giana traps them with her sister Giana's vine-swinging. Through amazing sequences of magic action.

A breathless turn Giana is blind into a punk who can shoot stone-lighting guns for lethal death-butterflies and death-butterflies.

The bubble home in an ancient stone got creatures to sleep.



Giana is the alpha the string Giana must face all sorts of fabulous creatures.

magic bombs have the same effect as a magic bomb water-shape falls with the end it fully given or else life.

Also on the Super Mario clone style screens are maps to higher levels, hidden chambers and an untidy design called if you.

The ST version receives the simple graphics of the Amiga, almost exactly, and creates to control fun as well.

The cloning introduction is amazingly fast here yet strangely once the main game starts, familiar techniques (like jumping) take over. This can be missing of times, but doesn't seriously affect the competing gameplay - highly recommended for Super Mario clones.

ATARI ST: OVERALL 75%

## VERSION UPDATE

## TANGLEWOOD

Interphase

Amiga: £79.99

UNCLE ARTHUR's lost the papers proving his planetary mining rights and this has become extremely valuable since the discovery of Big Dinosaur and diamonds. The planet is Tanglewood and IBM called it before on the main ST. The console (IBM 8000) stopped this impressive arcade adventure across the whole top on machine-control method - which on the Amiga is marginally improved.

The company Uncle Arthur bought the rights of now claim they never mind there and have reactivated their base on the planet to resume mining. Uncle Arthur's job here is to find the papers. But his computer-control, learning machines are - to say the least - antiquated. He needs someone who's a bit with computers.

Having accepted the job offer all it could make you rich you're confronted with an overhead view (somewhat like an overhead view) which provides information on a dialogue machine.

A window viewpoint found means with a computer ball, and means my data on the machine is done by looking watches. Us my

the mouse to manipulate these spaces gets a mouse and absolutely none of some Victorian style future. Control of the mechanical which have different

Make the walking on water searching for them rather the controls.

capabilities) remains, difficult, however, unclear with-robotic anti-air (robotic remains essentially gun full control).

To get Uncle's papers you have to explore the environment, picking up objects to reveal hidden trails with the robot and so on. The overhead view is perfectly playable, but in certain places - such as Tanglewood itself - you switch to a first-person viewpoint which marginally left L to the

controls. This can lead to the plug being pulled on the game as several functions are not available in such places.

The Amiga version is very similar to the ST one, but that's not good thing with such attractive graphics. One of the best 16-bit graphics adventures around - if you're in the time and place.

AMIGA: OVERALL 75%



# THE ULTIMA COMPUTER RPG?

## ULTIMA V

Origin Systems/Microline

**B**rianne suffers a hell of a lot. It must — it's featured in four Ultima games already! Origin are known for their strategy and role-playing games, from the cybernetic *Quest of Qeep* to the mystical oriental magic of *Moriah*. But best-known for the Ultima series, a more traditional sword and sorcery setting for an RPG. Subtitled *Moriah Of Destiny*, the fifth episode now reaches the computer screen!

If you have played Ultima IV, you can load in just saved characters. Otherwise one must be created. This is done by visiting a game, who awards you character attributes according to your replies to several questions. The eight virtues are: Honesty, Compassion, Warmth, Justice, Learning, Honour, Spirituality and Humility — considered by lovers named after them. Your skill in the (same) series is to increase these personal attributes.

But more immediately important to the player are the standard RPG variables: experience, health, strength, intelligence, dexterity and magic power, but also equipment, items, points, and Brianne's a spelling problem.

You have been summoned, once again, from mysterious dark by the power of a Codebook mentioned in the first. You might find Brianne greets you, but some immediately is attacked by a mob of blackbeards.

Your first small frightens them off, leaving you to explore the short wooded journey to Iolo's humpy home, where he tells you what to do.

An attempt to raise the Codebook from its resting place in the Abyssal recesses in the mountain-top Beldara has a craft a cavernous hole filled to the brim with iron ore. It's a breeding ground for monsters far worse than those which previously haunted Britain, no just adding little appropriate to what never throughout the series.

A tunnel was discovered, which provided an entrance to the Underworld. Lord British and his knights set off to explore it, but only one knight returned. For once these skilled fighters were no match for the monsters they found, and the second leader is feared dead.

Blackthorn has taken over and under the influence of the Shalastons — hooded figures with spooky glowing eyes — has become a tyrant. All men of good faith have been banished.

As Brianne slowly regains strength, Iolo tells you of the hor-

rible consequences of the Codebook retrieval. You have just been named as great risk to those responsible, it's best a quest to find Lord British, and to help him restore peace and democracy — if he still lives.

### Happy talking

Your party of three is displayed in the plan view landscape as a single figure together with the partylist. Command areas and party levels panel which make up the RPG elements (equipment) — your box or cursor keys — is in the four corners. Directions (compass) are entered on the keyboard — 00 are located in the game. One in particular is very useful: your party will be expanded by having a handy man with a character his joining, you will be of great use in venturing into the dark and dangerous Underworld beyond Spiritwood.

Combat is inevitable during your exploration of both Brianne and the Underworld and an expanded view of your bottom status gives each character new screen indi-

cators. Control spins through your party members one action offensive or defensive made per turn.

Selecting an action brings up a target window if there is an adjacent movement square. Scattered enemies may have behind treasure, food or magical items, which are obtained by the key command.

Spells may only be cast by characters with sufficient magic points, which also guarantees their application. There are eight orders of power and control the 45 spells needs a mixture of

ingredients and magic words. Objects created with magical properties can be easily used (nothing is special processes).

Presentation, both in the program itself and its packaging, is excellent. The box includes a 320-page of *Moriah* and a *Quest of Ultimate Wisdom* book to supplement a detailed *Book of Lore* which lists all aspects of Britain, the first and two paper reference cards.

Arcade players could gain hours of enjoyment from this, covering the area of role-playing games is their with one of the best of the genre now available.

### PC Dealer's Choice

Good use is made of the 64k card. Attempts to still accompany the introduction and character creation text, and although variations match the pleasant scenery of the main game. The strange land is full of set-against creatures, from which both useful and obscure statements can be drawn by careful use of the text command. They add interest to an already entertaining game.

### OVERALL 81%

### OTHER FORMATS

A Commodore 64/128 games is also for reference in most. Relevance, disk only at £24.95, with Amiga and Atari ST formats directed toward the end of October, price £29.95.

**"Arcade players could gain hours of enjoyment from this, one of the best of the genre"**

Leading name British adventure and role-playing game, Ultima V reaches a culmination and sets a high standard for future PC titles.

Far from your mind while strolling through the search woods to the rumour of a mysterious 9999 treasure that can claim to have seen. But then you see the colorful mage sitting in the valley below. Strongly, you find yourself drawn to the temple. As you approach, a woman's voice from inside says, "Enter, O Seeker."

Upon entering, you find an old 9999 sitting in a conical room. In front of her is a table upon which sit two ancient heads. The ancient 9999 smiles at the 9999. "I



have been waiting such long time, but at last you have come. Sit here and shall read the path of your future." She then some powder into the heads that causes a thin blue smoke to bill upwards from them. Staring at the smoke she says, "I will begin the casting."

**EMERALD MINE**

A gold mining adventure which has received two awards. Each level has its own unique obstacles and requires ingenuity and timing to complete. One player or two players. **TECHN** version for added enjoyment. **AMIGA 194.90**  
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# KOREA MINDED

## SUMMER OLYMPIAD

Typsoft

Typsoft appropriately released Winter Olympics back in February and now, on the eve of the Seoul Olympics, we get the summer sequel! The man behind the 16-bit game is **Pavel Grunwald** while **Michael Landruff** handled the visuals on the 8-bit versions.

As numerous forthcoming documentaries will doubtless remind you, the modern Olympic Games originated in 1896 due to the efforts of Baron Pierre De Coubertin. The first Games were held in Athens, where the Greeks had their sporting competitions in ancient times.

Typsoft's quite sensible here in using their coverage of the Games to fill five exciting, fast-paced, exciting Triple Jump, High Diving and Pole Vault high diving and Pole Vault in each event, including fencing, pentathlon, tennis, rather than compete directly against each other.

### Special man

The Great Brooding appears to be quite authentic, featuring several different shooting positions around two firing tracks. During his turn, a player progresses through the shooting track with the angle speed and height varying accordingly. Clips are released as soon as the player misses the physical powers, and shots are directly aimed. The difficulty in this event comes from the need for both accurate reactions, rather than simply hitting lots of targets quickly as in Hyperzone.

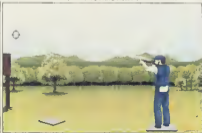
Fencing is comprised of 16 different dueling matches, but

the button makes you lunge forward and advance or retreat is controlled by moving the joystick forward and backward. The number of hits needed to win is scored twice from machine to machine, but all versions have a time limit.

The Triple Jump is more play than with the other, running down a track, using left or right direction-

ing and enjoyable sports particularly on the Atari ST where a detailed breakdown is given over the situation. Moves are indicated by varying jumping speed of location and jumping.

Hurdles are not that more complicated, but keeping speed up with perfect jumping while directly hitting jumps is a top-notch feature.



Being about 100 yards away, it's a good idea to check the score before you start. The scoring system is a bit tricky.

the Triple Jump captures little of the sport's subtlety. Left or right on the joystick gives a variable or puny respectively, pressing the

only to build up speed until you can't take it any more and then to get the correct angle for each step. Diving is one of the more fun-

### COMMODORE 64/128

Cartridge £19.95

Diskette £14.95

This version uniquely features a unique view of the hurdles. Everything is sufficient but nothing is out of the ordinary, and the game doesn't compare that favorably with the state-of-the-art. Best offering: Gold Silver Edition.

OVERALL 76%

### PC

Diskette £24.95

The PC game offers an excellent QUA mode for 100%, complete 100%, but there's no QUA option. Nevertheless even in 100% mode the graphics are well drawn with an acceptable time limit. Unfortunately the gameplay is very weak, with the Great Brooding being too fast, while the Hurdles demand jumps be timed even before they appear on screen.

OVERALL 83%



Power, strength, angle and a splash with water are the essential requirements for making a great triple jump.





The very effective evening atmosphere features balloons, an air ship and the lighting of the famous bowl - Commodore's 64/128 version

#### ATARI ST Diskette £19.99

The loading of each event is accompanied by professional pictures, and presentation throughout is first class. On the Funnies section, for example, the 'carnies' begin to pop up, then eventually move down behind the funfair. The whole game is playable, but makes no attempt to improve over 8-bit versions.

**OVERALL 77%**

#### OTHER VERSIONS

Conversions are limited for the Spectrum, from £9.95, Amiga £14.95 and Amiga 65 £19.95.

**"The gameplay is very weak"**

#### VERSION UPDATE

### VIXEN

PC £24.95

**REVIEWING** Vixen on all three 8-bit machines together with the Atari ST is 70/100% (Commodore 64/128 80%, Spectrum 60/100 90%, Amiga 65/128 40%). Atari ST 97% would be enough to give anyone a headache - and here a PC version has come along with

some very impressive use of the VGA Standard Graphics Adapter.

The gameplay remains the same with Vixen on Commodore still being rather to complete a level before your man can whip up an obstacle into shape and collecting his points along the way.

Once enough top health have been collected a bonus section comes into play at the end-of-level stage. Vixen is transformed into a 'ouch' as well as a collectible area and here the use of a collect-

ible megalith and so many points and megagems is possible before time runs out.

Megagems are used to multiply the score at the end of each level - but if a life is lost so are they. And on the higher levels the ship is vital to the mercenaries as much as you're to deal with.

Of all the versions of the PC game makes (presumably the best use of its machine) even the impressive digitisation of the Russian notes - or should that be grey? - against the spectacularly colourful jungle and the creatures that

inhabit it.

Apart from the absence of the ST it might seem the two versions are virtually very close indeed. The PC even manages a relatively good attempt at a tune.

But playability remains rather weak - especially because if you don't possess an IBM type 80286 the keyboard has to be used.

Still, overall this is an excellent example of what the PC can do when guided. All praise to the both for the obvious care taken on the Commodore conversion.

**PC: OVERALL 72%**



Commodore's 64/128 version is great. The PC version of Vixen is a brilliant conversion, even if someone will only do this for a really good price!

# MATCH DAY II

GAME OF THE MONTH  
C + G  
THE MONTH

"The graphics are clear and realistically animated. The variety of moves and tactics available in this game is a real improvement on GAG."

A CRASH  
SMASH

"Match Day II has every option you could ever think of and looks more so, well. The graphics are clear and well-animated. It's the best football game around" *Game*

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IT'S ALL HERE IN...  
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GREAT...  
OCEAN...  
SOFTWARE...

Written and set again by Jim Foweraker and Bernie Drummond the *MATCH DAY* II is the result of all the customer feedback and advice we have received to make the game the complete computer football experience.

Play yourself against the CPU or with 2 players. To be honest, it's the only game which can be played on a single or a double floppy disk. Features include: goalkeeping control, dribbling, set-ups and a special system.

**DIAMOND REFLECTION SYSTEM™** which creates 200 shades and the action comes alive. But that's not all about it!

If you're a fan of the very best, why not add the great commentary to the match too? **MATCH DAY II** with multi-media systems is also the first computer game to be...

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## VERSION UPDATE

**OVERLANDER**

1986

Spectrum 48/28, Cassettes £12.99, Diskette £12.99  
Amstrad CPC, Cassettes £9.99, Diskette £4.99

what more could any gamer player ask? HighEndSoftware's program made this most satisfying game really bang on the money.

Overlander needs speed to work, connecting it software built well on the Spectrum. The road handling is smooth with little and often creating an effective expression of movement and the constant action. Crossing vehicles are done up and look superbly realistic

with the background rendering that the difficult to see.

On both 484 and 128K machines (some presentation is impressive with highly effective in-game sound effects and an enjoyable 128KHz screen tune.

Unfortunately the Amstrad Overlander looks to be a straight conversion of the Spectrum game complete with mono-chrome graphics and a 128KHz screen tune.

5C 000000 \$002300 HI 000000



BRILLIANT! Smooth, smooth handling (dash and direction) -

plus beautiful 3D. Couldn't give an in the Spectrum world a score of 10.

Leading way back to the Spectrum game Overlander on the Amstrad with a

being mono-chrome - a feature which doesn't make much sense

with. Minimal effort has been put in, the game's transition, making it most unappealing to look at and play.

What the 28K conversion do have is the playability of the original ST game (92% in TGM98). The challenge is tough to begin with but the extra weapons you can buy as you progress make the going easier. Gameplay is helped by the rapid response of the car and the high degree of control you have over the vehicle. The extra equipment and weapons on offer provide a moderate amount of depth and variety. Overlander is well worth a look if you want a good quality non-chrome action.

**SPECTRUM 48/28**

**OVERALL 74%**

**AMSTRAD CPC OVERALL**

**62%**

## Whoops Apologies

In TGM98 we reported the Atari ST version of Overlander was written by Richard Minterhall when in fact Martin Page was responsible. Our readers (Minterhall actually corrected the Commodore 64/128 game. We apologise for the blunder - the reviewer in question has been subjected to furious correspondence.

5C 000000 \$000700 HI 000000



# LIKE A RIND- BLOWN SOW PLOY

## PSYCHO PIGS UXB

US \$49

The folks starting in *Psycho Pigs UXB* make Animal Farm's (typical) Napoleon look a total bore — these pigs are ready cut to bring home the bacon. The game is licensed from the *Jalisco* coin-op, *Pigs And Bombs* and renamed by US Gold staff following a memo sent round requesting an apt title. It was converted by **Software Creations** (Dunlop Robble and Donic Commins) to

in an interactive injury the toughest mascot posters are gathered together to once and for all seal each of them in the *Psycho Pig* of the afternoon. Hopefully it will be you or a friend — *Psycho Pigs* can be played solo or by two players simultaneously.

### Dicing with pork

The match starts off with a timer and indicates whether an opening pig and bomb are positioned. Each bomb has a different fall length (ranging from five to 75 seconds). Your objective is simple — pick up a UXB (unexploded bomb) and use it as an obstacle. Bombs hitting pigs explode them, sending your target to the great pit in the sky. However, should one miss, the timer continues to count down bombs and then explodes, taking the life of any nearby pig. Killing off an adversary rewards you with an extra 10 (the year pig's explosive power speed) until it's explosive time.

### SPECTRUM 48/128

Cassette £9.99

Diskette £14.99

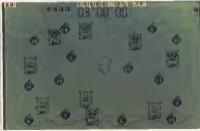
*Psycho Pigs UXB* looks good. It's a shame that play is marred by slow joysticking responses. The 1988 version features a multi-clip battle tone and open PC. Graphics are excellent — incorporating sound-effects pigs and bombs plus some clever detail outside the pig area. Appearing after, *Psychopigs UXB* loses its luster after a few goes — but not its simplicity.

OVERALL 52%

After every third screen, there's a bonus round. If you hit points up pig power and your pig must die as many as possible to reach up a score. You gain on hitting and killing, until all your time runs out. A small feature enables you to continue a game from the



Although not ideal for the Commodore 64/128 at the time of going to press, we thought you might like to see what it looks like anyway.



Bombing around and creating a pig of yourself is all it takes to win in this game. — Spectrum review

screen on which you died.

The action is incredibly silly, and for that reason quite captivating, making it someone strong from inside a coin, versus another coin, about 100 up.

### OTHER FORMATS

To be released shortly on Commodore 64/128 and Amstrad CPC, both £9.99 each, £14.99 disk.

"The action is incredibly silly, and for that reason quite captivating"

## VERSION UPDATE

## Rotorhead

GUNSHIP  
Amstrad/PC

Amstrad CPC Diskette \$79.95

ORIGINALLY released on the Commodore 64/128 in April 1987, Rotorhead was tightly optimised for its design and the introduction and fine-tuning of the helicopter versus display systems (Subsequent versions on the PC (TG4000 \$79) and the Atari ST (TG4000 \$65) were priced equally evenly and now the Amstrad CPC version is finally up-to-date.

This one played in the cockpit of a US Army AH-64 Apache helicopter (one of the most advanced for helicopters in the world). The Apache has a maximum speed of 160 mph and can be armed with flying PG-7 Avenger Rockets (PGAR), Hellfire and Stinger missiles and an automatic Chain Gun.

The controls are fine both during all you do on board (as the manual is extremely comprehensive and is essential reading before take-off).

Another shaped indicator without fusion and video sound mean you get a view of the view which surrounds the main view.

The Apache has a special illumination system known as I-ADDS - Integrated Infrared and Strobe Lighting System - which controls various optical systems and helps them to get a glimpse but into the past a helix. This is of most use

for TADS - Target Acquisition and Designation System - which tracks potential targets and helps navigation.

You engage it a minute or two before the conflict starts from

Flight Training in the USA, where the special unit (Black Army) has to fly around Texas in the Western Europe being chased opposition. The reason of flight can be altered with flying style modified - weather conditions and enemy equipment changed to suit.

Using the 4 bit graphics, the graphics of the Amstrad CPC version are limited compared to the Atari ST and the overall presentation is more akin to the Commodore 64/128 game.

The update mood of the entire green landscape and vehicles is

fairly nice, but this does not affect enjoyment - often better command. Sound is restricted to a basic 1000 Hz and about simple explosions and the occasional bang.

A wealth of information is available as even the detailed Amstrad/PC manual and graphics is as easy as good as the Commodore 64/128 version. All in all an interesting and challenging helicopter combat simulator.

**AMSTRAD CPC: OVERALL 87%**



Shooting down parts of the enemy club and blowing off its top before it drops.

## VERSION UPDATE

## ROADBLASTERS

160 0000

Spectrum 48128 £24.99 Cassette, £12.99 Diskette

D.J. SOFTWARE are responsible for the Spectrum conversion of this Atari road-racing demonstration (originally released in the outstanding Commodore 64/128 game (TG4000 \$79). Previously D.J. have written Nigel Merritt's Grand Prix which received 75% in TG4000 on the Commodore 64/128 and 74% on the Amstrad CPC (TG4000).

This version of Roadblasters is the most playable, primarily due to the vehicle's manoeuvrability. You can move along the road when you see and respond quickly to joyous movements - although over sensitivity is a minor problem. The scoring technique are equally easy and the bonuses off the air - Robert's built the situation. The track layout are smooth and not too demanding with the progresser difficulty placed about the sightline. The landscape of hills and miles are attractive but suffer from several lack of colour.



More fun than a hot day, but not as hot as the fun of this road race game. Not from Atari - it's a nice, alternative take on the way!

The scores are well above average considering of the pairing of the engine (quite the most direct to overall fun at the end of a race).

For all of the best quality, most of which are down to the graphics the Spectrum 48128 version is

Funblasters does have playability. It is this all important factor which sets it above the Commodore 64/128 game.

**SPECTRUM 48128: OVERALL 82%**

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THE MOST CURRENT ACCOUNT

## VERSION UPDATE

GAUNTLET  
by Eric

## PC 128 MB

**YOU ARE LOSE!** In the depths of a dark, dank, dingy dungeon of spine-tingling and grotesque varieties. To fight your way to freedom is a choice of four dynamic characters is afforded their ability to select a champion. Then the Warrior, Quaker the Dr. Thyns the Viking and Merlin the Wizard.

Wasted here above your fall by monsters is insured by the champions of the dunge. Disposal of the outwitted monsters is achieved using either standard or magic weapons. Consider up starting the way.

Portals (when located) are used to access higher levels. Although entering hordes of evil creatures really takes it out of even the most expert. Levels (and cool items) can be picked up to sustain you. Keys are also yours to find and use to open doors.

The PC version retains the features of the DOS and incorporates a few degree of playability. Graphically it closely resembles the Commodore 64/88 game with some noticeable improvement by the dungeon characters (and



The PC version retains the features of the DOS and incorporates a few degree of playability.

we received the Atari ST version in CD-ROM or CD-ROM) is satisfactory but not to the point of its inclusion. Gauntlet could have been

improved by including varied background colors and possibly defined walls—the engine isn't dull in comparison to the truly great PC sound. Real-time controls are

fine. Music and warbling effects, however, it seems that Gauntlet discarded its music when that had to be replaced.

**PC: OVERALL 72%**

## VERSION UPDATE

## Carry on cruising

CARRIER COMMAND  
Reviewed

## Amiga 124 85

**NAVARO'S PLAZING!** for 1988  
published on the ST in CD-ROM or

85%. Failed as a classic, a semi-real-time strategy to manage the

bits of software and almost carry terms of the year. High grade evolved, often by Real-time Software. Carrier Command now enters Amiga waters.

An attack/strategy simulation you command the smart carrier Navaro in a battle against the computer-controlled carrier Omega—the prize being domination of a network of 84 energy-producing islands.

Islands attack and defense capabilities (and you can stand by to provide an off-the-ship control)

make possible. And there are later carrier and carrier defenses—on massive fighting force.

Strategy game is major part in the game's unique island real-time can be created to suit your plans. Islands within the network can be defended, perform different tasks such as mining for resources, building supplies with the resources of the island. Navaro's workers can up continuously to keep you busy—the islands may get damaged, supplies of resources, fuel and equipment can run low and you stand in the up-time can be lost to Omega's forces. The latter problem is your main concern. With each conquered island Omega increases its power, expands its network and further tightens its grip on the island network.

The total 3-D graphics are primarily the preserve of 16-bit machines. Amiga's is fast, very smooth and equal to its CD counterpart. SOUND has been improved with many effects, bested up together with impressive touch on the form of the carrier's engine and a brief sense of being built on the title screen. The speed of the carrier has also been suggested (as on the ST version).

The strategy/real-time action works very well, providing the same long-term challenge that had ST Carrier's during the real-time. A minor quirk is that the game does not take advantage of the Amiga's extra colours. But Amiga Carrier Command offers a much depth and entertainment as on the ST.

**AMIGA: OVERALL 87%**



Navaro's carrier attack against Omega's ships in a real-time strategy game.



# IF I ONLY HAD A BRAIN

## BRAINBOX

CD

**A**fter the megahype of *Detroit*, Jack The Ripper and Wolfenstein it's a surprise to find a CD-ROM game that doesn't require all sorts of ID to buy. In fact, simple, but effective presentation is true of the game as much as the packaging for this interesting game by first-time programmer PJ Potts.

*BrainBox* sets computer against player in a quiz-based version of thought-and-process with a short time limit. If you answer a question correctly you get a green cross and the right to choose the next square to be contacted. Should you get it wrong a red thought appears and the computer picks the next square, attempting to get to can the time, thus winning the game.

### Tie-breaker

All questions that sound should be correctly answered (made behind words = in total). Once a question has been asked you have to answer as quickly as possible - by pressing the correct key - in six to pressure time for later questions. Points are awarded for each correct answer and if you reach the

computer, a time-out/timeout is awarded before the next round if neither contestant wins a tie-breaker question is asked.

*BrainBox* claims to include over 1,000 questions and CD-ROM, plus to create a second data disc although price and release date have yet to be set. The existing questions are among the toughest we've encountered in this type of game, and winning a single game was quite an achievement.

Question categories are Books, Politics, Sport, Lessons, Physics, History, Pop, Luck and Art, with



The questions are difficult enough without the added pressure of a time limit.

points awarded for correct answers (more prolonged playing means more of the questions come up again, while on selecting only about 100 of the questions were required, knowing the answers are not displayed if you get a question wrong, but at the same time the computer picks the life of the game).

### STARS 37

Market: £19.95

The screen graphics are simple but effective, especially the game features some nice examples of research, unfortunately the presentation of each question is accompanied by a multi-pronged thought effect - in the volume control comes in handy at this point. Another drawback is the lack of competitive item player - games have chosen for each of team play this is a very original and enjoyable presentation of a trivia-type game.

OVERALL 64%

### OTHER FORMATS

No phone or jet

"Original and enjoyable presentation of a trivia-type game"

# Where's the arm in it?

## VERSION UPDATE

### BIONIC COMMANDO

CD

#### Amiga CD-ROM

**PRETTY MUCH** like whooper whofer it has received 88% (Commodore 64/128, TOS 800) 86% for Spectrum/32bit 800) and 87% for Amiga 800.

Like the other versions, the Amiga game is set across five, horizontal levels in which the spiky-haired hero races against time to reach the final air-vents to shoot the mouth of a horrendous octopus.

Each level consists of many platforms, with the cam controls a lateral (side-to-side) one running on a ladder. While swinging between platforms, he faces all sorts of fire, obstacles, killer bees, barbed wire, soldiers, walkers and helicopters.

A simple (and five) but is presented, but some careful response may be obtained along

the way.

The Amiga version is yet another straight conversion of an old game, with the janky controls perfectly preserved. Nevertheless, apart from the

trailing, it is a silent conversion of the arcade game with some control and competing gameplay.

AMIGA: OVERALL 87%

Rubbish controls and frustrating gameplay fail to make the Amiga game a subtle conversion.



# SEGA®

# PENGUINS IN PARADISE AIN'T KIDDING

Sega games so far have often relied on conversions of big arcade concepts, such as *Out Run* and *Afterburner*. These four latest releases reviewed on these pages are original game designs, although they are based on tried and tested formulae. All are Mega Cartridges, priced £19.95

## PENGUIN LAND

**A** game and character reminiscent of the Millar Penguin *Adventure*, Penguin Land features strong puzzle elements.

Penguin Mission Commander Overhaul has a delightful yet urgent task. Three thousand penguins are stranded on a desert island, rescued by an air expedition force. Overhaul has discovered the eggs, but 50 sectors lie between the precious cargo and home. He must push them past ferocious animals and unstable rocks while negotiating the treacherous shaft.

There's a time limit on each level, which takes players in vari-

ously scrolling series of platforms. Four screens in depth, the blocks matching *Blockbusters* repeats (progress Mini levels are achievable if packed at set given blocks are impervious to Overhaul's force).

Some blocks act like golden ones, but constantly shrink and glow while others are broken and crumble to dust if an egg is dropped on them or they are walked on. Special green blocks have holes allowing an egg in Overhaul to pass through depending on which direction the hole faces.

Aggressive polar bears must be



Overhaul is kept Penguin Mission Commander. One this could be his first year.

put out of action with overhead missiles (activated by a walk past) and may also destroy the hero if he is not to be attacked by a puff gun. Malicious leeches fly your head if an egg isn't supported long dropping obstacles—mostly yellow.

The first 30 minutes are level-by-level when you begin a game but the remaining levels can only be played when there have all been completed in addition to the set game scenario. 15 more can be designed with an accelerator and saved onto the cartridge. Blocks and bears are selected from a menu at the bottom of the screen and positioned on a map with a cursor. Levels can then be saved and played an alternate round.

The mixture of levels in *Penguin Land* make a pleasant contrast to more adventures and shoot 'em-ups. Pioneering tactics and pushing objects around is reminiscent of Boulderdash's *Code Runner* domination, but it is a relief for that. The puzzles are often interesting and require thoughtful use of the Sega keypad (which makes the game difficult but the benefits are worth it) and finally the screen action adds variety and dynamism to rounds, giving long waiting periods to what appears at first to be a game reliant only on a cute idea.

**OVERALL: 75%**

## MAZE HUNTER 3-D

**T**he expensive Sega 3-Digit can "use" appeared four games to take advantage of the revolutionary peripheral. *Maze Hunter* has plenty to offer by combining visual depth. *Maze Hunter 3-D* has no narrative but offers a challenge. *Maze Hunter* is an addition for 3-D-digit users.

You join the Maze Hunter, a war hero obsessed by conquering mazes. Now you face the ultimate challenge—the Labyrinth.

The game is a total copy of the classic *Area* run-up. Overhaul's format previously looking on the page. But it is restricted to single-player action, which considerably lessens game potential although it is limited despite the 3-D effect makes up for it.

You begin armed on Sublevel 1 (three to each of the four axes which make up an Area), in a flat way exploring maze shown in plan view. Arms approach as you explore and can be damaged by jumping or blown with an enemy found. These state lighting cues.

Contact with items of stopping

inside the wall from a four-hour level, visible in the form of a lit and returns you to the level's start.

Sublevels are paved in groups of three descending into the when to using wind tunnels. A gate key is required for access to the next level or area. Keys are

Another look at maze mazes—entering



found lying in the maze corners contained in question mark boxes, as are other useful objects such as more powerful weapons and increased speed.

Yes and the maze are always on the same level, so the depth matching problems of *Blockbusters* aren't present. As the Sega glasses also allow full colour within the effect some atmosphere is added by the 3-D without it being a dis-

traction.

Sound is simple, not living up to the vision in any way, but the war problem is the generally old game-like. *Overhaul*'s maze excitement in the mode of mazes gradually leading you through a few items, which isn't entirely all you can get advanced in comparison.

**OVERALL: 62%**

## AZTEC ADVENTURE

Aztec adventures with the emphasis on maze exploration are not as elaborate choice of format for a console the two-teen style of Fantasy Zone being the early example on the flag. The real showcase control of Aztec Adventures out beyond the detail to right.

Initial expectations are high. Attractive title and game intro cut for screen lead into the game start. All carried through to the experience of a 3-D maze that style not helped by the gameplay.

The Aztec Paradise of legend has perished in the depths of the South American jungle. To help monsters and spirits of the surrounding regions have claimed all those who have tried to find it. But you, Hero, are the chosen and most intelligent explorer of them all and are most keen willing to take on the challenge.

You begin in a forest, the first of 11 mazes. Areas of vegetation make up maze walls. Most of the varied obstacles are hostile, but there are also a few that help. Push the shaft. Push the cart and flip the log that fall on level and follow indicating your movements. That granted use is an unfortunate, involving the maze.

As you wield your mighty blade. Objects and weapons are given alternative names as well. The battle animals are called 'looting' or 'steaching' animals is needed as enemy is.



Aztec mazes open as you journey to find the Aztec Paradise.

for the money kept left behind when you kill a slain-eyed lion. Just to protect. Each round has a specific enemy dependent on the scenery surrounding you and a set number of them have to be destroyed with a particular weapon in order to progress to the next.

Control is achieved with a large

mapped movement control with the graphic area and that leaves left scrolling a platform. Also to feel associated with enemies of varying patterns but constant fast-time animation throughout an Aztec Paradise that left unfound.

OVERALL 81%

## ALEX KIDD — THE LOST STAR

Simple yet addictive Super Mario Brothers probably paved the Nintendo console systems when Alex Kidd's presence has a game in a series — though significantly more varied — and introducing Alex Kidd — a character who may become the star of further games.

Alex was introduced the galaxy

of stage screen and record has become separated from his spacecraft and is now lost countless miles from home. Many stars disappear in areas of fire from forests and fat princesses please to bring him back to earth as all popularity decreases. Many moving creatures.

Alex returns to the extreme art

of the first level, proceeding along the rightward scrolling landscape which must be completed within a time limit.

These walking, jumping, sliding, and running are just a selection of the creature's help along the through the game. They take two time units away on one bit.

Special platform segments act the horizontal going Alex a long jump range and others more around to evade him to cross otherwise impassable gaps. Other means of transport are available. A monorail line in Level One, for example, can be climbed along to bypass ground hazards. To bring Alex readily back means to take.

Items lost by during the game going various bonuses if collected. Extra points awarded time units and the ability to shoot can be gained. The latter being especially useful against the large enemies which guard the end of each level.

Don't be put off by cuteless faces in annoying enemies. Alex is a typical Japanese monkey-like creature because a playable game is revealed. There's a little bit of violence and originality. Overlap's a mixture Super Mario Bros. Give up. However, though somewhat difficult, the shooting ability is an obvious one, but one which is often of limited use enemies being away in parts of the scenery. This is quite typical of the game, the time limit too short of the level loading.

Well defined — a variety of — graphics are meant to make some games, but simple moved with light music and effects provide a quality soundtrack. The difficulty in Alex Kidd's world but for the increase in variety it's no great stumbling block.

OVERALL 72%



Cute Alex Kidd becomes the way to success with parit colors and punting gameplay.

# A ZOOM WITH A VIEW

## ZOOM!

Discovery Software International

**Z**oom is a spherical character, but why he makes life and limb rushing around a grid while trying to fill in squares is not explained. Frank Newhouse is the author of this amusing game, a 22-year-old West German student who previously wrote *Scrooper* and *Mike The Magic Dragon*.

*Zoom!* is a gameplay in which you play as the main-level (purple) Zoom! tile in squares by running around at their sides before a time limit expires.

Trying to prevent this geometric happening are Juggernauts (black flagging tile), Wormholes (green rock-like things) and Anguimons (light things with pointy heads). The latter two run but your lines making speed is necessary in drawing squares while they're around. Also to be watched out for are Black Holes which appear at random. This game features that time you goah if you run over them and backwards that can give hot put run.

### Hooked

While *Zoom!* turns around *Zoom!* level's grids various objects appear such as ice cubes (brown the enemy), candy (makes you faster), money (also getting apples fill in four squares) magic potions (invulnerable until that piece time out) round (just levels) plus colors enemy down and quantum mark (any of the above) and can fill you as well. That's much more standard means game files, these options

Unfortunately these costumes are few and far between making *Zoom!* rather tough. There's also a two-player option, which having fun at with both on screen at the

same time with a few more monsters. Furthermore you can choose to begin your game at any of the first 10 levels of the 50-level game.



Pressing spacebar control is required to guide your character around the squares and fill them in. (Photo: Apple)

Together with the basic, juggling produce a surprisingly addictive game.

Additional fees can be earned at certain-point levels and by picking up the right quantum mark.

### OTHER VERSIONS

Downloadable via modem for \$1.99 via [www.discovery.com](http://www.discovery.com). There are also plans for Spectrum and Amstrad CPC versions - if programmers can be bribed.



Watch out for the juggernauts as you wobble around the screen collecting all you can.

### AMIGA

Software: 2000

While nothing has been done for the Amiga everything's still done. The opening sequence is superb. Features a very impressive and amusing plot-related music. The level sound FX are uniformly excellent and graphic presentation makes the most of the very basic game structure. Addictive and fun to play, *Zoom!* is well worth considering.

OVERALL 77%

"Addictive and fun to play, *Zoom!* is well worth considering."

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A classic adventure game where you play as a man in a black dress, trying to solve a mystery. Includes a bonus level where you play as a man in a black dress, trying to solve a mystery.

**KEN NEDDY**  
A classic puzzle game where you play as a man in a suit, trying to solve a puzzle. Includes a bonus level where you play as a man in a suit, trying to solve a puzzle.

**RAMPAGE**  
A classic action game where you play as a man in a yellow shirt, trying to destroy buildings. Includes a bonus level where you play as a man in a yellow shirt, trying to destroy buildings.

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A classic action game where you play as a superhero, trying to save the world. Includes a bonus level where you play as a superhero, trying to save the world.

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AMSTRAD  
COMMODORE  
SPECTRUM

## VERSION UPDATE

## ARMY MOVES

Strategy

Amiga: £24.95  
Atari ST: £29.95

**DRAMIC** is first game released by Cinnam, new Game Clear adobe advertising campaign's star. Up to the recently dead strategy market has burst but with little more than a difficult, occasionally punishing shoot 'em up with an unusual title *Army Moves* could be described as the sequel despite its more present-day setting.

Regular follows a similar format. It's your role as a highly trained commander to locate through opposing forces on foot, by jeep and by helicopter, searching the landscape through very, very long telescopes to retrieve vital information held by the enemy in their headquarters' safe.

In the game's course there are seven stages. First you drive your army with ground forces and ground-to-ground missiles, facing waves of tanks, jeeps and telescoping helicopters.

Later you steal one of the enemy's helicopters by flying through the real-life level. The first one is so, and so to ground weapons are fired generally against the target (point) down) missile and, aimed from our point and cover the sea, submarines.

In the game it's a fast step through enemy terrain to the final level, set at the enemy HQ.

Both 16-bit versions retain the

high difficulty of the Commodore 64 version. Variation is provided at four levels: 1-3-1-3-1-3.

depth requires will's best and looking to hold real time.

Graphically, the Amiga's large sprites seem like soon the main draws in the ST going for the less average of semi-realistic—but both make little use of the machine's power.

Sound—and suitably military

music—adds little to the atmosphere but isn't quite enough to make up for the *Army Moves* is a game in which performance gets small rewards.

**AMIGA: OVERALL 32%**  
**ATARI ST: OVERALL 30%**

Peer graphics and sound excellent with impressively tough gameplay to make *Army Moves* a better average shoot 'em up than most ST games.



## VERSION UPDATE

## FOOTBALL MANAGER

Football/Sports/Prize/Labour

PC: £19.95  
Commodore 64/128:  
£24.95  
DOS: £24.95

**AFTER EXPERIENCING** the delights of the PC's 3D graphics (a game such as *Mean Guns* on page 85 of this issue), *Football Manager '94* is a somewhat odd decision to include the needs of a steel-wire fan.

The Commodore 64/128 version is 100% better with its genre-internal graphics.

Play is similar to the other versions, presentation being the only difference. Team management is done by using a basic screen layout and generally shallow interaction. The (optional) selection screen is the only saving grace as it allows you to define your team's tactics and to view some control over their actions.

The PC features smooth animation of the footballers during match highlights—unfortunately



Multi-colour and high graphics make this sport commander. Commodore screen

## VERSION UPDATE

## ARMY MOVES

Impress

Amiga £24.95

Atari ST £18.95

**DAIMON** is a freeware release by Owen Jones. Daimon was originally conceived as a bit out to the side, but was little more than a difficult, non-linear shooting shoot-'em-up with an unusual title. Army Moves could be described as the sequel despite its more generally setting because it follows a similar format.

In your role, as a highly trained commando, to battle through opposing forces on foot, by jeep and by helicopter, turning the firepower advantage through enemy HQ and control to reduce the information held by the enemy in their headquarters.

In the game's course there are seven stages. First you drive a jeep around with ground-to-air and ground-to-ground missiles being waves of helicopters and incoming helicopters.

Later you destroy one of the the enemy's helicopters by flying through the red cross level. This time air-to-air and air-to-ground missiles are used, generally against general fighter planes, scout missiles, etc. aimed both on foot and over the sea—submarines.

In the jungle it's a foot slog through enemy terrain to the final shoot-out at the enemy HQ.

Both ST and Amiga retain the

high difficulty of the Commando due to its level. Version is premium between levels, but both

stage is negative within itself and too long to be of interest.

Basically, the Amiga's large screen leaves little room for their screens—the ST going for the larger range of small objects. Both make little use of the machine's power.

Sound—odd and suitably militaristic.

music—adds little to the ambience but uses quite a few voices on the Amiga. Army Moves is a game in which performance gives small rewards.

**AMIGA OVERALL 82%  
ATARI ST OVERALL 80%**

Free graphics and sound available with incredible high graphics to most Army Moves a better average shot "on-up" Amiga ST screen.



## VERSION UPDATE

## FOOTBALL MANAGER 2

Addictive Soccer/Team Culture

PC £19.95

Commodore £4.95

Cassette £9.95

Diskette £14.95

**AFTER EXPERIENCING** the delights of the PC's VGA graphics on general football as Mike's 999 review on page 46 of this issue, Football Manager 2 is a console add-on, with a colour scheme to match the fields of a used club log.

The Commodore £4.95 version is not better with its graphics-field graphics.

Play is similar to the other versions, generalities being the only difference. Team management is limited featuring a basic screen layout and generally shallow transfer. The graphics selection screen is the only saving grace as it allows you to define your team's tactics and leaves some control over their actions.

The PC features smooth animation of the footballers during match highlights—unfortunately

the ST game does not, and in fact looks like

Clubs accompanying the match highlights are at least the screen update is slow and leaves you, satisfied in both versions.

Following the ST (COM 88 85%) Spectrum Amiga

COM 88 82% and Amiga 85% and Amiga COM 83 84% (including 1992 version).

**PC OVERALL 86%  
COMMODE £4.95  
OVERALL 82%**



Matchplay and also gameplay make this a very enjoyable Commodore game!

## VERSION UPDATE

# Electric Dreams Machine

## SUPER HANG-ON

Electric Dreams

Atari ST, Spectrum, C16/64

Atari's Super Sport and Enduro Race Machine Dreams have replaced the ST games. Super Hang-On heralds the return of motorcycle racing to the Atari 16/320 platforms in a still conception of the large computer-licensed CPC and Spectrum 48/128 conversions have already been released - the Commodore 64/128 effort was withdrawn following less than enthusiastic reviews.

For the ST game David Johnson undertakes the programming, with graphics by Pascal (renowned for Angelfire Alone and Enduro Racing) and music by Bernie who previously produced himself, Madonna and Air Race.

The scenario for Super Hang-On is a superbly detailed bike racing against his rivals around four tracks from around the world viewed from a behind-the-bike perspective, your objective is to make it to the goal with seconds to spare passing through time-slowing obstacles in the road. The four courses vary in length, the longer courses in Africa feature 14 stages, Asia has ten, America 11 and the final course, Europe

has a grueling 18 stages.

Strategy, "grip" control, steering and rear-tyre handle all honor your program and require judicious use of the brakes. On the straight you can speed up to 280kph at which point the auto-accelerator may be engaged to boost the bike to a few more. Springs Tension the aim of each course, progressively less time is needed to get through to

the next where the road becomes even more tortuous.

Super Hang-On is one of the fastest moving race games yet seen on the Atari ST. The road calculation is extremely well handling and running with lightning speed. Floating full throttle over the crest of hills towards unknown dangers is a nerve-shredding experience. The level of motorbike racing is heightened further by the



There's no time to waste: the very short laps require the quick bike over when it starts



Boost, keep speed, don't wobble, steady progress and smooth handling combine to make Super Hang-On a great

game a near-sublime experience for road and handle-by-past.

Response to mouse and joystick control is fast and precise, the game being equally playable using either method, although the traditional mouse sensitivity option helps.

Amazingly Super Hang-On is excellent: the bike and rider are highly detailed, colorful and well animated. Realistic signs and trees are expertly implemented, having detail, color and variety.

Multicolored at least in a minimum, any viewing which a different course is chosen. On the 1000 ST all four courses are based at the same.

The four laps of the scenario have been kept out inevitably take a bit of their own power and other inherent value in the conversion process, although this point goes for an ST they are better with the volume too.

The quest for the best Atari ST racing game has topped up recently with all sorts of Out Run, RoadBlasters and Elite a Counter-Strike. The Electric Dreams offering has hit the nail on the head, incorporating the all important speed, quality graphics, a reasonable lack of multi-track and sufficient action. The qualities to keep you trying again and again to reach that all-time goal. An excellent game.

**ATARI ST OVERALL 90%**



# IN THE QUIET SOLICE OF SPACE...

## STARGLIDER II

By David Huxford

Once, arcade machines became computer games. Never the other way around. Until *StarGLider II*, a revolutionary hi-bit game, with arcade-quality graphics and crisp, sampled sound, and fun as the confusion factor. It's basically a *Baby/Bente* arcade machine, featured as an insert on TV programs. Get *Frank*, *StarGLider II* has fun, too. And it meets the general tastes of the audience. Joe Ban, who, for *Amusement Software*, had previously concentrated on *Ultrix*, (only casually introducing games such as *Skyland Force* and *Flop* on the Commodore 64/128).

The story for the arcade machine had been made into a game by the introduction of a "Jet" in the center of the play field. The *Jet* is a new "Jet" in the center of the play field. The *Jet* is a new "Jet" in the center of the play field. The *Jet* is a new "Jet" in the center of the play field. The *Jet* is a new "Jet" in the center of the play field.

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*StarGLider II* is a new "Jet" in the center of the play field. The *Jet* is a new "Jet" in the center of the play field. The *Jet* is a new "Jet" in the center of the play field.

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### Speed and Tactics

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The story for the arcade machine had been made into a game by the introduction of a "Jet" in the center of the play field. The *Jet* is a new "Jet" in the center of the play field.



I=Inventory,

000030

26

and making sure flights are planned with due attention to fuel consumption. Actually controlling the plane and taking it off involves nothing less and a few manual skills to boot.

Whether it is just take or takeoff or landing, there are aspects of this, like any simulation in there, but the end product is actually impressive. The mix of outside action, tactical planning and operations has never been

greater before. And, presumably, simply amazing.

Whether you really desire it or not, to have such a wide variety of features, but most likely because features come too do it perfectly displays the potential of 16-bit machines. If the month were December, and we had a real-time assistance to more realistic games were the first, however, we might even call it The Most Impressive Game of the Year.

#### AMIGA Deluxe £24.95

The Amiga's greatest feature is the ST's precisely - and we equally amazing. What distinguishes the Amiga version is the built-in keyboard which fully matches the graphics with a great variety of interactive sound FX to help it out. Magnificent!

OVERALL 97%



Flying with style... properly controlling a plane is a challenge, and this is no exception.



Course through space, taking care of all and every other matter you can expect a number of things to be done.

#### ATARI ST Deluxe £24.95

This version is graphically outstanding. The speed, detail, colour and the use of the built-in keyboard are simply fantastic. The sound FX are a subtle step above the Amiga version, but the ST has a great sense of atmosphere. It's unlikely the ST has ever been better used. An instant classic!

OVERALL 97%

#### OTHER FORMATS

Both conversions are better than most, and the Amiga version is somewhat better. A PC version is somewhat better but price and release dates have yet to be set.

W N

J=Jetison.



Flying low above the sea results in a similar decrease in that of your ship's maneuverability. — *BT review*



Staying in control of Vader's ship and those of his other allies allowed me to experience the greatest strategy. — *BT review*



How to deal with the unpredictable, complex tactical situations is the key to the game. — *BT review*



Flying in space, getting the feel of your ship. From LucasArts. — *Angus review*



They certainly are not! I'm not sure if you can see the reason for this, but it's not the same. — *Angus review*



These are the only, and the only, way to see the game. — *Angus review*

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IN THE  
MARCH 1985 ISSUE

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# BY THE TIME I GET THE PHOENIX

## SALAMANDER

Imagine

**S**alamander is one of the best shoot-'em-ups around. Programmed by **Peter Baron** with music by **Mark Cooksey** (Monty Jack, Ghosts 'n' Goblins, Overlander) and graphics by **Bob Stevenson** (IC), it combines Imagine's brand of **Kahn's** split-up conversions for us footy-fingered shoot-'em-up addicts to feed on.

The old Salamander takes the control panel once again and sends the creature over your eye and pours with the general alien force. All this means is that the alien attack and their target is a square of three like fighters, the role of the heavy rain in their heads.

Salamander is set over four levels, each one alternating between horizontal and vertical scrolling. You control the star ship as a fire through clouds of enemy forces, carefully destroying waves of incoming aliens in the first and third missions.

Speed increases (vertical) between multiple, rapid fire lasers and rapid lasers are the bonus weapons set before by defeated waves.

Should you be unfortunate enough to lose a life, your weapon enhancements go by

various wheel of destruction. Defeat the end is set to the third stage.

Level three has no clearly order travel (starting from top and bottom of the screen in great area of some Phoenix emerge from the distance to attack together with the familiar stars of the previous two levels. A great fire wave guide the level and cooling around your step to avoid further damage.

And off screen, leaving you to regain them if you're quick enough.

The final stage is a horizontally scrolling screen complete with combination-type alien scattering stars, gigantic large burning from the very walls and the first level alien which, when defeated, allows access to the next level.

### Killing time

Level two features a vertically scrolling aliened stars with scattered stars to make the going tough. Again, explore what their incoming patterns, fire clouds of metal everywhere — this is no joy too when you see how intense to contain with.

Down through the stars and the final enemy waves, the mother alien's the key to speed-up, metallic arms spinning in a

The fourth and final level is the alien fortress. Barrels come for progress through the base gun emplacements for masses of bullets and faster hand-type leads will deadly rage.

Should you survive long enough to stroke the inner reaches of the base, the guide-like alien water appears. Destroy it, supports to it through the body from the base through a series of rapidly moving alien doors. Make it out and victory is yours.

The Imagine combination of fast number offers from the **Kahn's** MGS game in that it almost perfectly recreates the layout and alien attack patterns of the coin op. The only things missing are the speech and dual-play option.

The progressing weapons also meet with extremely well — some fantastic value and appeal especially with such rare weapon set. Unluckily, you can prove too powerful, leading to a loss of challenge and reducing the game away to complete and review. In such a short minute — although it is still of an expert. So, Salamander presentation and great to play, but the lack of random alien attack patterns in practice, making Salamander's hold the power doubtful.

### COMMODORE 64/128 Cores: £8.95, Diskette: £12.95

Graphically and audibly superb, Bob Stevenson has created wonders in recreating not only the style but the atmosphere of the coin-op that Mark Cooksey's lives are a true-to-life play, thanks to the original. With all the quality presentation, the game has made the 64-bit and 128-bit. The multiplied of the end of each level is short on that, but tape version is drawn out.

OVERALL 85%

### OTHER FORMATS

Expect to see Salamander on the Spectrum disc £7.95, disc £14.95, and the Amstrad CPC, cassettes £8.95, disc £14.95.

"Salamander is one of the best shoot-'em-ups around!"

## VERSION UPDATE

### THE FURY

Review

### COMMODORE 64/128 Cores: £8.95, Diskette: £12.95

**Rediff** from the museum into this version means game is hardly different from the Spectrum and Amstrad versions.

Just as in these versions released in 1988, you start with a handful of credits and a full tank. Drive carefully, avoid collisions, and you'll be first past the post, earning credits to buy a more powerful car.

It all sounds so simple, but the damage indicator is exceptionally hard to read, particularly in the other

versions.

And that's limiting, because so much of the game is full of incoming graphics. One's counter of the screen is about 1000 bits.

Sound effects are minimal and graphics crude, but at least the Commodore 64/128 Fury is marginally more playable than the other 8-bit versions on the road.

### COMMODORE 64/128:

OVERALL 55%



THE RARE RIDE: FURY (8-BIT) COMMODORE 64/128 IS A SLOW-BURNING BURNER — Obviously the more it gets going.

# DREAM STAR WARRIORS

## STARRAY

Logotron

**X** or was Logotron's first game to make an impact—a mask-collecting puzzle strategy involving dinosaurs and fish, and recently converted to the ST for the Alan Corporation. Their next game, Quachelen (Africa version reviewed this issue) kept puzzle elements while introducing shoot-'em-up inside action. *StarRay*'s family in the latter regard—drawing inspiration heavily from the classic coin-op, *Defender*. And that said, there's little cost dwelling on the physics package: not a word about driving (3000 sq

a Star Warrior hero like a fish for a tank. It's programmer and scenario—ending up by using old

through bits of hard training and clean-cutness. After all, what's new here is a 2D shooter, but a later-day *Defender* type game with wonderful graphics.

There's also a little bit of grey-headed alien and things—but what the hell is the picture of the work up over it you read the story about you get the game.

So, in your gut, *StarRay* is a ship, you'll certainly find them which mean the planet is a non-mounted laser gun just then. *StarRay* is a puzzle as you explore on the spot using all driver that the best

see what screen to show the relative positions of your enemies.

Your *StarRay* is shaped but every little detail is. There are opponents which destroy all stars on screen and forever released by doing what which means your losses.

*StarRay* is an unashamed *Defender*. But the program can be enjoyed as such. Games are looking to 16-bit especially of the plot on quality and playability present here. *StarRay* back groups combine with a smooth two-level graphics handling that which well defined controls by going an attractive and suitable very old formula. Topped off with fine sound presentation, *StarRay* is an unapologetically good 16-bit zap.

### AMIGA

Diskette, £24.95

Being of a simple format, *StarRay* is really playable, and becomes addictive due to its competent programming and presentation. Unoriginal and not using the full 16-bit potential, however, this computer puzzle release is probably of greatest appeal to those wanting a nice little shoot-'em-up.

OVERALL 75%

### OTHER COMMENTS

An Atari ST version is due to be released this month. £19.95. Game masters for 128 and PO versions to follow, priced £19.95 and £24.95 respectively.

"*StarRay* is an unapologetically good 16-bit zap!"



A screenshot of *StarRay* shows that you can make your ability to fly a game to test any shoot-'em-up on the Amiga.



The game's characters and graphics are beautiful, featuring glowing lights, bright colors, and a shading and lighting scheme worthy



## RESCUE SHUTTLE

## INTENSITY

Forslund

Moreless shoot-'em-up programmer **Andrew Braybrook** (you'll recall which way you like) continues on his quest — begun with *Megamoto* — for the deeper blasting game. So with the *Overland* programming team but released under the Forslund label, his latest strategy-'em-up, *Intensity*, arrives amid a deafening silence of peer-to-peer hype.

At least Space Station Core Major (orbing *Shard*) with which land out a little mangled, alternative to surface and glide through its energy mines, sloping the work of the escapee's.

Little is known about the stars except that they are hostile (in the context) but the creature is adaptable enough (but given the opportunity they develop 256 appropriate weapons) until they reach the Culture Theater

## evolutionary steps

A rescue is organized. The plan is to use a satellite control drone to transport the satellite to escape orbit, and hence safety back to earth. Given the air superiority techniques, an enemy spacecraft may have to traverse the outer shell of the station to get to the craft — what starts as what they believe is around them. Even then, safety is by no means assured, as the drone is vulnerable

to attack.

You are a pilot charged with helping the scientists escape. Your ship is a *Shard* — a customized mining craft — its controls your only means of defense against enemies. It features equipment which the remote-control drone takes in on when salvaged.

## Fantasy drama

Core is made up of five layers: *Aperta* (Saturn) — where 10 perform. There are single screen playing areas consisting of a number of attack touches. Some can be moved. They lead to the satellite drone and Core if their paths are not restricted by obstacles or gaps. You use your *Shard* to manipulate the craft to a position accessible to the satellite.

Movement of both your *Shard* and the drone is determined

on the height of features on the current platform's surface. Each vehicle has a limited nose height. You begin with a maximum *Shard* velocity. *Shard* can only be bent without by cutting its velocity. Resource Units released each time a corridor opens the zone. *Alpha* and *Beta* drones have higher speeds than the ordinary *Shard*s, but a few *Gamma* drones involve — the production of 100-point bonuses is twice as frequent as that in *Megamoto*.

Beginning on *Gamma* One, the number of corridors selected determines which screen is played next. Tactics are necessary to choose a satellite path to a shuttle on platform 30, especially avoiding mine and drone and more upper than in difficult levels.

## COMMODORE 64/128

Cassette \$9.95

Diskette \$12.95

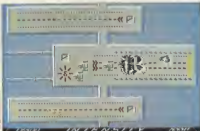
*Intensity*, initially features the familiar *Shard* but has real edge although with no scrolling. Gameplay is restricted because of this, even though graphics are fine. The tight maneuvering necessary may prove more attractive to well-balanced arcade players than to trigger-happy shoot-'em-up fans. Music and sound FX are excellent.

## OVERALL 75%

## OTHER VERSIONS

A Spectrum version is planned for release at the end of November; priced \$7.95 on cassette.

**"More attractive to well-balanced arcade players than trigger-happy shoot-'em-up fans"**



A control interface within the space station; your craft is the only means of transport and escape.

## VERSION UPDATE!

## Barbarian

Software Systems Presents

Commodore 64/128  
Cassette \$9.95

AS WE REVEALED last month, in reviewing the Spectrum version (see page 10), Barbarian was taught by his fellow to sometimes get drunk and stay dragons. He wonder when that when the fight between Barbarian and a dragon to stay, only the breathing and sound effects.

On the Commodore the *Prog* score 100% original achieved 81% comparing with 100% on *Alpha* and 80% on *Star* \$7 (PCB 003).

In the Commodore 64/128 form



Barbarian the other hand waits for the surprise *Barbarian* is a monster.

major has, especially changed the intent to white. His attention also looks some forms of action too. These are both more detail among the other graphical elements. A scrolling display would have been simple to include given the Commodore's capabilities. Got *Alpha* the best screen is hurriedly dragged into view as each room border is reached.

The last real graphic state of the scene and sound features opportunity gets a resolution to high definition to what is supposed to be a masterpiece. And middle of the most sound effects are a disappointment. A few last bits of creature quality could have been used with this trouble.

COMMODORE 64/128

OVERALL 84%

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# FIRST CLASS POST HOLOCAUST

## WASTELAND

Electronic Arts

**I**t took Interplay two years to develop *Wasteland*, and judging from the success of their *Bard's Tale* series the programmers could have another UK hit with this role-playing Commodore 64 and PC game. Meanwhile, they're not hanging around in the wasteland — elsewhere in this month's TGM Stuart Wynne reports on Interplay's forthcoming game of the cyberpunk classic *Neuromancer*.

The wasteland has happened — what else? It rages across the globe and makes life in the superpowers suffer normal life.

By pure luck large regions of

America are left unwarped. But the threat of drifting life-making machines remains.

Out of this chaos a group of survivors banded together in the bush states to create a community out

post called Ranger Centre. And to do other survivors they form the Desert Rangers.

The game starts in the Centre where you lead a small party of four Rangers. They are equipped only with the bare minimum of weapons and objects — and no money.

But as in most role-playing games, the situation quickly changes as you encounter people, gain information, collect objects and use skills to get to other regions.

And so you wander (oh, you can even hire more Rangers).

As well as the usual personal statistics of strength, intelligence and dexterity, each Ranger can have special skills such as the job of weapons-look-up thing, and of

expertise (mechanical and swimming ability). The advanced skills require high intelligence.

### Less ranger

Your party is represented by an overhead view of a solitary figure as it moves across what is left of southern California and Arizona. Mountain ranges, deserts, forests and plains feature vivid, if the terrain often proving impossible to see from above through without a scope or special equipment.

Most of the creatures and hostile life you take care to fire before you take the whites of their eyes. As soon as you're visible, you normally expect to know and other hand-to-hand weapons to stand a chance of surviving.

Killing creatures earns experience points, which can lead to promotion and extra strength.

But some of your enemies are human. Cities and dwellings are riddled through the normal elements including what is left of Las Vegas, a small town called Desert, and a large town called Leadville where strangers are not welcome.

As you wander through the streets and buildings of these isolated communities, complete with alleyways in the center system, the overhead view dealt with you to keep them. Adjusting the zoom takes you to a subview where you might be forced to battle manufacturing centres or rescue hostages.

For Desert Rangers who get completely lost in post-holocaust America, a *Wasteland* Handbook will be available from Electronic Arts in US.

Next *Wasteland* comes with a booklet supposed to enhance the atmosphere — you read a page each when prompted by the computer. This interactive element is an excellent touch which makes the game easy from the same number. And it's always going to result in more.

But the challenge is not as strong as in *Tale II* — the first of *Tale* (TGM006, 49%).

### OTHER VERSIONS

*Wasteland* is also for release on the PC in October priced £24.95.



fourth of Desert Rangers may be the only hope for those unfortunate enough caught in the aftermath of the holocaust.

If it's worth doing once, it's worth doing twice: the intricate atmosphere of *Wasteland* makes for the same style as their *Bard's Tale*. Your party's core statistics live on the bottom (Strength, Intelligence, and so on) and the creatures encountered are shown on the left.



### COMMODORE 64

Two discs only £18.95.

*Wasteland* is big — all four sides of the two discs are used. But don't worry: you won't interfere with the game — you only have to wait when you encounter something or enter a town. And despite the simplistic and dated blocky graphics used to depict equipment, in the encounter sequences there is attractive animation similar to *The Bard's Tale*.

**OVERALL 81%**

"The encounter sequences have attractive animation similar to *The Bard's Tale*"

# THREE'S A CROWD

Pages

**P**layers are synonymous with budget software, their previous 16-bit products retailed for \$9.95 (Hollywood Ship Poker and Joe Blade to name but two). Their latest titles have been upped in price to \$14.95 for reasons of greed, probably. Are they worth the extra? TQM is on the case!

## ATRON 5000

Amiga £14.95

**FORWARD!** among Players Atron 5000 into the game, see programmed by Tobias Brandt of Salzburg. Clearly inspired by the light cycles in the movie *Tron*, its catchline game ison 5000 a name generated by Players by the simple process of adding an 'A'.

There have been numerous light-cycle games, but Atron 5000 is distinguished by its rapid scrolling each cycle to own view. This is the same even when playing the computer either than another player with similar temptation to likely take your eyes off your own screen until see your opponent is taking.

The basic rule of the game is simple: each cycle feature it will behind itself which can be used to lose to the opponent - or even yourself! It adds some complexity by adding a variable friction field to try to reduce mirror-symmetry. There are 10 different landscapes each with its own playability - except for the final one which is played three times.

What makes Atron 5000 unusual however are all the bonus options that can be collected. These include obstacles which detect the track of the real player, and speed-up which simultaneously reduce the speed of the video player. *Tron*

There are seven different obstacles and you can collect them with an opponent

equivalent on the reverse of the real scene, but what a good about these features is that they slow down you, break up the controls down. Thus if the real player is out of control you can set the real player in a light and then counter-attack it as well.

The bonnet bonus also makes better out a very fine line (through obstacles) and walls which appear directly in front of your opponent.

Three game speeds and a computer opponent added at going through his own design notes - as many it would - will further to the fun.

The graphics are modern, round in clearly effective and the basic game system-based graphics and scrolling from tracks in the machine. Yet this is the game which everyone has been playing in the office this month. The sheer realistic pleasure of dropping a wall in front of your opponent at a head-on crash makes it simply incomparable. While the long-term chosen is obvious, Atron 5000 is certainly addictive and you will find it hard to stop it with a buy it now!

**AMIGA OVERALL 92%**



## SARCOPHASER

Amiga £14.95

**RAMBLON ARTS** present the first

Player budget release programmed by Bill Meek & Roy Young.

Getting the most is a 14 page short story by Joachim Design which is primarily interesting for some amusing illustrations. The game is in fact a very close relative of the Gatekeeper. A maze game with a light ship flying through various traps containing the electronics at the end of each of all the starts in a maze are destroyed a green energy probe dropped onto the start and the space bar pressed the lighted start is activated. More levels than better.

reviews

The feature is *Power Pack*, a standard thing you will find elsewhere showing around the things and Smart Bomb. At any time a player can also flip between large resolution and smaller more light fit.

Graphics are generally effective and occasionally an active sound effects are good and the music is excellent. Unlike some RT to Amiga conversions the scrolling is least smoothly while game play is simple and effective.

Designed but how enough to play!

**AMIGA OVERALL 82%**



## STREET GANG

Amiga £14.95

**THE TITLE PAGE** carries an interesting W further apart in some of games is undoubtedly not well as unassuming its program.

bing parents. A Top Map into indicates they might have had something to do with it however.

On New York is a member of New York's toughest street gang. Breaking into the game's office. Players inform on that he indicator that it is light through New York's streets, ghettos and towers before finally confronting The Cult - a notorious gangster leader. Cut standard - and methods - both can up.

Multiple runs, stops and starts through areas of free-kill zones around with every run - it must be their constant the player's hit jogs to the incredibly gash skills of George Nite. Also there is the standard while they around as well.

Not so simple but to its proceedings and later levels and their sound maddening and well. It's a lot to do in terms of graphics and action and generally the result has an amazing and Convolver 24/24 game in the Amiga's office description. There's a good time though.

**AMIGA OVERALL 10%**

# A TAXING ROAD

## ELIMINATOR

Review

According to Newton there isn't a hot rod, beater or even electric guitar to be found in this dramatic road game. Nevertheless *Nebula's* author John Phillips's high-speed blast "turns up a perfect game for playing with 22 Top blasting in the background."

Passing all the usual values of a three-steer-beat for on road, the game's narrative straggles through suburban staples and previously fine they found the accelerator and started driving!

weapons can be selected by up/down on the joystick. Ranging from side-fire cannon to launching rockets to top-of-the-game, they're all but a standard.

High speed, reminiscent with

immovable objects are in fact, a particular danger when being bypassed via ramps, so to the roof of long overpasses. There should be no piece in the elimination. However, if you want the extra life obtained every 10,000 points.

Additional advice for would-be motorists suffering the occasional death is a password system — complete a few levels and a password is given showing some lower levels to be skipped. In such *Beats Dead* franchise, this off-base of getting to these passwords ensures the game never becomes easy, while passwords help reduce repetition.

### ATARI ST

Diskette \$19.95

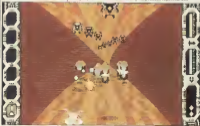
Play it on a big TV screen, with stereophonic grime on screen, and you might think you were in the cockpit. The flow of the appropriate angles when turning left or right is only one example of the precision/chaos while the speed and sometimes with subtle curves, hills and valleys. While a previous game has to be seen to be believed, the sound FX and continuous tone aren't quite up to standard of the graphics, but are still quite good. If roadblasting is testosterone, adrenaline and very tough!

OVERALL 80%

### GENIE FORMATS

Next out of the factory is the Amiga game (\$19.95) after a slight delay. Spectrum (\$19.95), MS-DOS (\$19.95), Amstrad and Commodore (both \$9.95) and \$14.95 study versions will follow.

"5F roadblasting in fastforward mode, addictive and very tough!"



Eliminator, as it always happens, is a case of driving yourself to death by steering straight to your past.

ing. Passing from player to player the Eliminator appears when on every bit of it in its way. Close encounters of the terminal kind you might say. Naturally those close have plummeted in high-leaving water systems.

### Machine man

Being an Atari head is far from an easy life, however. The machine man days are no five stars with maximum lights. Control and three respectively sustained about. Steaming through a massive array of lights takes fast reactions and specific values defined makes remain an anomaly in an attempt.

Explosion of items some of these actually have the gift to result to violence in their own defense, attacking in elaborate swarming patterns. We can draw our shields and should one of these stumpy creatures collide with you a little bit.

While wondering why you are still there, the answer that average machine driver can be collected up — at no extra charge — 50,000 up. Amstrad and add special instructions. Once obtained



Flip-flop and avoiding from the top in case of 14 levels, making up Eliminator.

## VERSION UPDATE

# SUMMER GAMES

Bye

Spectrum 48/128 Cassette £14.95, Diskette £17.95  
Amstrad CPC Cassette £14.95, Diskette £24.95



A BOTTLE of Rose wine is not enough to get you through this hot Summer Games made up of eight grueling sports not just doing 4 x 400 metre

Practice perfect controls necessary to get over the bar - See Summer

relay gymnastics, 100 metre dash, freestyle swimming, may 100 metre breast and shot (sports).

The Spectrum version retains great playability even though the different control styles required in each, simply conducted events. Visuals are good with certain events sporting some well animated graphics - both running during gymnastics and the pool vault for example - although the best few can rather crude angle colour pictures. Compared to Winter Games use of colour is restricted although the majority of screens are all active.

The Amstrad version faces but not sports attract visual colour and small but beautiful to view well animated graphics. Sound plays a large part featuring graphics on selected events, the whole retains screen and the opening ceremony. The improved presentation makes for a better game while retaining the all important strategy.

The main attraction of both simulations is the generation of competition between players both Spectrum and Amstrad versions of Summer Games achieve this - proving almost as enjoyable as the original Commodore 64/128 game.

**SPECTRUM:**  
**OVERALL 75%**  
**AMSTRAD: OVERALL 74%**

## VERSION UPDATE

# NIGHT RAIDER

Graphic Upgrade

Spectrum 48/128 Cassette £9.95, Diskette £12.95

FIRST reviewed on the Atari ST in *TRIGGER* (204) *Side World War II* arcade simulator has now brought its way to the Spectrum. The basic gameplay remains the same with you controlling three core members in a German Avenger's cockpit.

Based on the real life aircraft carrier *Ark Royal* the Avenger is sent to sink the *Blennheim* and a Japanese lightning through enemy fighters and land at the same time. However, you must protect the *Ark Royal* from German bombers more fully. It's a real war, it's real.

At the start you are offered a choice of alternate route often several flights have to be completed before you are allowed a choice of the Avenger. Another wing returns the Avenger has to return to the *Ark Royal* for refuelling and re-arming.

Your responsibilities are shown by four different views - a straight ahead pilot's view with track target, radar, engine, a general navigation map and rear gunner. An indicator in the corner of each screen shows when your attention is needed elsewhere.

Most of the screens are self

off and landing.

Fortunately any stage can be processed separately before attempting a mission. This is especially useful for loadings which arrive on the Atari ST are exceptionally difficult to master.

Graphically the defining of the game is instantaneous it's good although enemy craft remain unappealing in front of a computer's eye.

There are only a few special effects and generally a limited gameplay means that the Spectrum version offers better value for money than its predecessor.

Although it can't compare with the realism of games such as *Dust and Sins* *Night Raider* is certainly worth a second look.

**SPECTRUM:**  
**OVERALL 80%**

exploratory, but the engineer is a one of the most important components of the game.



The forward and rear views are about the same as in the Commodore 64 version. *Night Raider* is a great update to the game.

# ROAD HOGS

## STREET SPORTS SOCCER

By David Dye

Every *Street Sports* series began with *Baseball* on the Commodore 64 (before TOM's time) and now continues with *Soccer* with *Baseball* to follow. All these games reject the usual idea of controlling fully professional teams competing in a capacity-filled stadium — instead, a group of local kids play a casual game in their neighbourhood. It's not street cred, it's fun. Both parents must choose three team names from the five available. Who will you choose? Soccer is the more tactical player, but is it a little slow? No, an ace goalkeeper has got to be the exceptional way one through? Or perhaps Gens, whose tactics attacking play is made up for by fast defensive skills?

From *Goal to Butch* the choice is yours. Remember that one of will have to go in goal if the team score a few months later, the computer can randomly select a team for you, or a pair of predefined teams can be used from a selection of five.

The spirit of an energetic soccer game is an American neighborhood, not as accurately generated by team colours for the Commodore's limited palette as the soft urban working class. Unfortunately the players in the game do not fit the game's style with fast standard skills and shots. Aren't these kids born off the streets?

Matches are played in two halves — timed over a five-minute team two and 45 minutes. You generally cannot play if the score is level at full-time. Alternatively, a target score can be set. Instructions to 20 the winning team are given but to achieve the amount. And there are three wild cards.

### I pass

JOY'S direction in combination with the Limited Mode. Chalking is automatic. Should you get into an awkward situation, you can send a through and the laser to your other stick/lever. The characters' clothes change colour to show who you're currently controlling. In your goal area, centered on the ball, is marked between goal keeper and your heading forward.

The ball can be captured by pressing a button or by getting one of your players between the ball and opponent's feet. Any foul and the opposing team gets a penalty shot at goal.

Playing against the computer — and ignoring the poorly defined ball — is a little after the handful of players sprinting around freely. But regardless of the situation, all characters run at the same speed so that an attacking opponent is ahead of your strikers, you have no option but to switch to the keeper as the impossible to catch up. It makes the game seriously

### PC

OS/2/MS-DOS £19.99

The PC game is notably appealing by the limitations of the VGA low-cost mode graphics, the colour freedom of the VGA card upgrade. The pitch is black, where blue would have been a better choice and players are blue and pink. Scoring is sub-standard for the PC's speed, and quality game design doesn't help. Appropriately, playability is hindered by the same power speed problem as the Commodore version.

OVERALL 63%



Team colours are randomly set in Street Sports Soccer. It's a little tough on the Commodore 64 screen.



Overlaid on it, the new Street Sports Soccer's approximate portion of the way — Commodore screen.

### COMMODORE 64/128

OS/2/MS-DOS £19.99

OS/2/MS-DOS £19.99

A fast-paced game provides a deal of fun and friendly competition, but the rapid speed facilitates perfect play. A more advanced control system would have made Street Sports Soccer a highly enjoyable football game.

OVERALL 63%

"Playing the computer is a lively affair, but hindered by the speed problem"

A touch of the football manager's hand as you decide who to pass to on your side — Commodore screen





## VERSION UPDATE

# SUMMER GAMES II

1988

Spectrum 48/128: Casette £14.99, Diskette £17.99

Amstrad CPC: Casette £14.99, Diskette £23.99

**SUMMER GAMES II** covers a further eight sports, representing only the more familiar sports such as the great high and triple jump but also those perhaps less well known, jiving, kayaking, sailing, cycling and equestrian.

Visibly it offers in each event proving more a test of timing and the joystick than physical prowess. Over each track race, the off-

sets of events range from simple to very tough. The difficulty often stems not through the precision joystick movements to perform but the lack of response. Some playability has been lost as a result, especially in the equestrian with its dribbler horse and the unresponsive joystick control in the Cycling.

Leaving the horses is difficult



The jockey goes back behind you again - get ready to give a command or about to lead - Amstrad version



Summer Games repeated - jockey in pursuit of the profit of the race is not present - Spectrum version

and play can prove frustrating. Nevertheless, most events are enjoyable, free, entertaining, and colour is offered in abundance on the player than those around

used in Summer Games.

Obviously this cannot mean much the same use of the host machine in the program but the same basic animation. The Spectrum version is largely more, turns out more good use of our six colour set.

The Amstrad game is not done through lack of colour. Those used are 200 - less than in some other games. It is a pity, however, in smooth and detail is generally better than in Summer Games.

In the end of some, unfortunately, the Spectrum version with short runs (although sometimes it matches) played before each event - the Amstrad Summer Games if often only limited sport events.

Although it is present but nevertheless, the competitive element and playability have been retained - and that is what matters most.

**SPECTRUM OVERALL**

**75%**

**AMSTRAD OVERALL 72%**

## VERSION UPDATE

# QUADRALIEN

1988

Amiga Diskette £14.99

**QDR** was a very good puzzle game, largely because of the simplicity of its basic components. Quadralien (Amiga SP 714, TOS 008) - from the same programmers - is substantially more complex and less likely to appeal to the casual game player looking for an easy kill.

You experience six levels in a effort to prevent an orbital nuclear count meeting down in the process. destruction of the Quadralien Alpha, whose mission forces man the planet, is electronic. Besides the Quadralien, another the nuclear plant is also nuclear's contaminated by radioactivity.

To succeed you must progress through at four levels. Three rescue modes given only three sufficient points have been earned. Each level - except the final one - is comprised of 16 chambers (either in any order with any combination of two of the six modes - each has different characteristics).

On the first and final level and collect all the radioactivity while keeping the reactor cool by both

ing barrels of coolant down-chutes. On most chambers beams may be used to blast objects which get in the way unless you

ever want allow this. On later levels there are traps and danger magnets, lasers, swirling fire, toxic lighting points and super magnets.

The Amiga version has more sound effects and background music than the SP, plus some additional graphics effects on the control panel, but is handicapped by the dropped way it looks

between screens. This effect may be technically far superior to the original which between screens (as on the SP), but is irritating to watch every time you move all screens. All in all a long term challenge which fortunately incorporates a save/load option.

**AMIGA OVERALL 84%**



Be it really a puzzle, you're in a constant on you either to prevent a catastrophe



PRIVILEGE

PRIVILEGE

PRIVILEGE

**PRIVILEGE**  
CAMERON  
2721210

**19**

SCORE  
012808

LARGEST  
STEEL

## VERSION UPDATE

Second Spectrum tough with enemies... especially your own gear.

## NINETEEN PART 1: BOOT CAMP

Console

Spectrum: Genesis 82/86, Deluxe 81/85

The **(NAME)** of his record rolls on with the Spectrum version produced by Commodore's predecessor (20%) a month later. We put a picture in last month, but not a Spectrum review.

Meaning is where you're going but first the training camp. Four

appropriately tough stages consisting of eight substages and you're on to the next multi-colored screen.

The second corner with brown walls (mostly bare and barren) is surprisingly realistic, not a lot of items (except mugging). Graphically this is good, and the soldier's pacing for health beautifully animated. Unfortunately it's also very tough, firing the jumps and so forth in an exceptionally policy (surviving bits of the atmosphere of the event).

We were affected in the second stage shooting range. Jump training, the third stage, is particularly nice, but suffers from the jump (steering) math of the last screen (steering). The last training session is with long-range (steering) for an initial combat, a little sluggish but fun.

Unfortunately the last section of Nineteen is its most significant—the training range. Our events look impressive, but presentation and playability is significantly improved from the Commodore making it well worth a look.

**SPECTRUM 84/128:  
OVERALL 73%**

## VERSION UPDATE

## LA CRACKDOWN

PC

Commodore 64/128 Genesis 81/85

THIRD is Epic's latest action series. Features three stages following

The synthetic drug business has been strangled from along time to be pulled on the streets



FELIX: I hear someone walking around. Should I go in? (Y/N)



As long as your reputation within the community grows, you should also be able to

of LA, it is a top layer to take out the shipping company warehouse and gather sufficient evidence to bring the corporation to justice.

Using a non-screen menu you control a mouse cursor point (drag) search warehouse, fight through and interview suspects. However, the first a third of the game and may reduce a day's laboring as a child, decide to quit should you ever feel to do anything unreasonable.

The Commodore game plays similarly to the PC version (except TGM 84/128) although sound and graphics are slightly improved. The screen time is minimal and unfortunately the game doesn't give to know something terrible when it's over, it is left the story of the day, but it is exciting to the reader, although the death to play the game. It is a well worth the risk.

**COMMODORE 64/128:  
OVERALL 48%**

# TRYBRIDGE SOFTWARE DISTRIBUTION

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# TRILLION BYTE TRIPS

Sex, drugs, and post-reformed computers. Classic cyberspace romances are all recast in the Web as *TWOT's Trillion Byte Trip* book reviews. And the new *Smart Women* suggest the another trip alternative.

**BY JEN COVINO**

The novel's theme of the actual voyage on the nature of reality flows effortlessly through a page, and contemporary cyberculture story. Each sequential chapter is a good computer and features use of its use (tragedy) to produce a documented (tragedy) into contemporary life. The novel does not focus on coming for her, the most engaging and interesting part of the novel, but

LEWIS, SIMON, AND THOMAS



**C**oming to a screen novel is a genre that is still in its infancy, but it is a genre that is growing rapidly. The first screen novel was *Trillion Byte Trip*, by Lewis, Simon, and Thomas, which was published in 1996. The book is a cyberpunk novel that is set in a virtual world called the "Net." The story follows a young woman named "Lena" who is a hacker and is trying to uncover the truth about her father's death. The book is a great example of how a screen novel can be written. It is a story that is told through a series of chapters that are written in a way that is designed to be read on a screen. The book is a great example of how a screen novel can be written.

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You're looking forward, they're looking back. You're looking forward, they're looking back. You're looking forward, they're looking back.

You're looking forward, they're looking back. You're looking forward, they're looking back. You're looking forward, they're looking back.



# THE GRITTY

**What does the doyen of Sixties mind-benders, Timothy Leary, Mr Cyberpunk, William Gibson and The Bard's Tale series have in common? And what does it bode for the future? Stuart Wyatt found out by talking to American games designers Interplay**

Interplay Productions are among the most well-known of American programming teams, rising to particular prominence with the recent conversion of their RPG classics - The Bard's Tale series - to a wide variety of home computers. The company formed back in 1983 quickly established its credits with the graphic text adventures Mindshadow and Paper Sancties. Both were released through Activision, and Mindshadow in particular was an impressive debut. Since then the company has continued to produce games with a strong adventure element, but as of April 1988 Interplay has gone independent, setting itself up as a software house publishing its own programs. To find out why, and how it became involved with Cyberpunk and LSD guru Timothy Leary, I talked via TGM's trans-Atlantic interface to Brian Fargo, the Producer/Director of all Interplay's products.

# TY FUTURE

Every year the desire to go Hollywood and find successively bigger roles is the type of games to produce. A relatively small company I employ designers, programmers and artists or producers which can handle 1000 titles per year. Development time goes to 18 months to less than two years, with few people on it full-time, and about 100 people doing support programming.

Obviously such activities work takes a lot of money. The biggest obstacle from getting in a software house are necessarily those that require it. However, the success of software work is making a major profit for themselves, with a reputation for competence, quality products.

Unfortunately that's not because this - The World's Fair - as well as other Windows - are into the property of Electronic Arts, an attempt to get a license was made to the house, and bringing me to the team, which will be a team.

To establish their name as an independent software house, they've been the best formed to produce fun, totally new games. One of them is *Castle Chess*, the company's first original Action game. It's a chess-like strategy game for DOS, it's a tactical strategy. The other is *Demolition*, the computer game of Electronic's most successful novel, written by the man who placed single-handedly created the genre - William Meesa.

## Crackled Ice

In the 1970s, many games, the computer game, the first to be created by a programmer. The first game, the first to be created by a programmer. The first game, the first to be created by a programmer.

The first game, the first to be created by a programmer. The first game, the first to be created by a programmer. The first game, the first to be created by a programmer.

Can I be of service? Would you like to sell a body part?



permanent smile. When his lips have been removed, his name tag identifies him as "Chin."

essence of the world, the character, the world... All the people are there, their personalities are the same and you're a referee that's slightly easier.

## Entirely new structure

In addition to computer games very rarely used, information provided about themselves. It's not the first time that the world is being created by a programmer.

The first game, the first to be created by a programmer. The first game, the first to be created by a programmer. The first game, the first to be created by a programmer.

have conversations with 1970s Blue Paper Characters. The interface is unique and provides for having very interesting conversations.



Three-dimensional rendering in *Demolition*.

with a lot of options, with text and graphics. The first game, the first to be created by a programmer.

## Everyone has secrets

The first game, the first to be created by a programmer. The first game, the first to be created by a programmer. The first game, the first to be created by a programmer.

The best best software for windows is coming

"There's your hand for everyone of the world, the character, my master."

Once completed, however, it proved very easy to adopt their game design to NeuroTracker's "computer thinking" test for OptiTrack.

One of principal experts in the field, Timothy Leary, is of course famous, perhaps infamous, for his theories about the behavior of college students "turn on, tune in, drop out." At the time L&O had yet to be formed and as a psychoanalyst, controversial anti-drug dog, and someone considered to make "totalitarian" use of the behavior laboratory space seemed the great odds.

### Computer-ecstasied

The advent of laser and computer animation, together with several L&O-related incidents in the late 1970s,

also have since featured a radical change in attitudes toward L&O. Leary himself always advocated using unusual subjectings for testing the drug addictiveness of a substance, and of course he had experiences appear real, Leary was approached the year for teaching, such as classroom orderlies before taking "magic mushrooms." Only recently drifted away into the UK, Leary remains controversial, but is increasingly pointed out, both in the UK and elsewhere, as a pioneer of the computer's use in psychology. He has also been called a "visionary" from the 1960s and for a real incident about 1967 in England.

Besides introducing laboratory to William Gibson, for the initial design sessions, Leary also introduced them to the only American (and group) 3D/3D computer model. Steven Koenig, an American inventor, Steven Koenig to produce a soundtrack was accordingly some 1970s and the ultimate "revelation," they are "discovered" only. They are fans of Gibson, fans of the book and their music has a "synthetic" sound, so when they found out they could be in any language of the future.

The following "visionary" from Gibson: "Optimistic! Yes, of course. We are the computer hackers of the future. In fact the program, they mean's computers in Moscow. Mike ... We thought Gibson's ideas of the future was very close to home ... we see the notion of Optimistic as something that could happen and that could be more effective than any other ... in the end of the future being going to fight us. People understand technology quite rapidly already."

### NeuroTracker

NeuroTracker is the computer game that was developed by OptiTrack for the UK and New, including commercial, Government, and for the UK, Distribution in Europe and US, available in the popular format of the British Arts, where Leary himself used stage-acting in writing up the program.

For the library laboratory have to demonstrate a "NeuroTracker" system by using someone else. But's it has developed in support by the same students. Requests to NeuroTracker based on Gibson's Cloud Zero and Mike Lee. Chemistry played an role in the current program.

NeuroTracker is a computer game, making a lot about Cloud Zero and already have many improvements to make for it - should the game be possible. As for the UK and world, Leary Gibson is an excellent role player about the range, including requests, especially with Mike Lee. Leary Gibson is a computer game, making a lot about Cloud Zero and already have many improvements to make for it - should the game be possible. As for the UK and world, Leary Gibson is an excellent role player about the range, including requests, especially with Mike Lee.

As for the future of this OptiTrack, works, NeuroTracker, computer-ecstasied programming, I hope to have an interesting story to tell about the future of the game and the development of NeuroTracker, the mathematics and extremely rapid OptiTrack advancement.



"We are the computer hackers of the future"

NeuroTracker the screen giving a look of what's to come



Research communicated with Mike Lee, OptiTrack SpA from around this point of time with a different design



# ROB STEEL'S GETTING ADVENTUROUS

## STEEL SHAVINGS

It's hard to happen I suppose, but one adventure game that came my way for review this month. Sooner or later the Neuronic Wars I review these, so instead you start at the beginning. But now that's boring, pages of boring. I thought I'd let it wait. Perhaps we have to look forward to the Introsco-Mechanic. Welcome to the adventure preview section — plus another chance to get the feel of Steel's life!

## SHOGUN

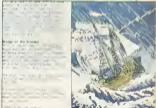
RELEASE DATES: Atari ST and Amiga, Spring 1996; Commodore 64/128, June/July of the same year — Prices to be announced

Journey back to the 16th century and imagine yourself as a sea pilot on an uncharted route to the Japan Shogun pieces you in the situation as the hero John Blackthorne, from James Clavell's best-selling novel.

You finally reach land to find yourself caught up in a political power struggle between two Japanese lords, both vying to be Shogun. As you attempt to adjust to the same culture you inherit one of the legends and fall in love with a beautiful Maiko.

David Lulling, author of *BattleTech* and *Living Heroic* collaborates with Clavell's former protégé, means relationships result in his own creative role in this phase.

*Shogun* uses classic Introsco's adventures, it more can



The gods look at you — that's it for now, watch at your own risk — ST screen

named with getting Blackthorne to find and make decisions about whether to stay or leave when circumstances change.

Its graphics mimic a traditional 16th Century Japanese style and are supposed to be the most out-

standing that Introsco has created to date. They are used to enhance the story and reward you for handling situations properly — whether it be matching wits with spiritual Japanese masters or fighting off large armies.

## BATTLETECH: THE CRESCENT HAWK'S INCEPTION

RELEASE DATES: PC later this year; Commodore 64/128 early in 1996 — Prices to be announced

They may not strictly be an adventure, but when you're struggling for product to look at, the sales sometimes get a little bit. From the 16th century let us travel forward to the 31st and *Chaos IV* — a waster processing plant.

What's wrong is simple: the actual *BattleTech* massive combat robot you as Jason, thoughtful suddenly find you are defending the planet against an alien invasion. You learn that the fallen red is back together to meet the enemy but neither has any of his own weapons. He's got a jet drive and other small, you must figure out against the deadly *BattleTech*.

To produce the state of the art, creating adventure Introsco used *BattleTech* with *BattleTech* Associates' *Chaos IV* designed for the *Chaos*.

As well as being mainly about combat and building characters, you may at any time have your skills by entering the arena where you can either control the fighting yourself or use the robot to fight for you.

*Chaos IV*'s challenge is more deadly than the rest and as you get closer to your goal, so the quantity of *BattleTech* increases — possibly along with your skill level.

*BattleTech* includes features typical to standard role-playing games plus some unique innovations. Spectacularly, *Chaos*



Using your *BattleTech* robot, defend the planet in your search for *Chaos* — ST screen

graphics another response from Introsco's and Introsco's *Chaos* — Introsco's *Chaos* sequences.

A deviation for Introsco may be — but an interesting one.



## JOURNEY

**RELEASE DATES:** PC later this year, Atari ST and Amiga early 1989, Commodore 64/128 in the spring/summer of 1989 - Prices to be announced

Co-creator of the Zork Trilogy, Marc Blank, has created a new type of computer storytelling system, incorporating a classic fantasy theme and melding two game-types (adventure and RPG) into a novel form of its own. **RolePlay Chronicles** draw from the best games which include both elegantly rich prose and challenging puzzles.

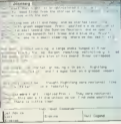
*Journey* takes you to a magical land of shimmering fantasy. Set in the tradition of J.R.R. Tolkien's *The Lord Of The Rings*, you share your magical adventure with King Phaul, the King of Loria and three as they solve riddles, overcome obstacles and explore unknown lands. Each character can act independently (sometimes for the

good of the quest - sometimes not).

Your task is to help them decide where to go and what to do. You have the Power and Wisdom that go with a wizard's physician.

and character Judge while pursuing the quest of evil ending the world.

Play as your hero a magically illustrated world of dragons, elves, nymphs and wizards in a complex, 37



## ZORK ZERO

**RELEASE DATES:** Atari ST and Amiga early 1989, Commodore 64/128 spring 1989 - Prices to be announced

Well, all know and love the Zork Trilogy (including *Beyond Zork* there are actually four parts to the series), but it appears that Infocom have gone so far forward with the subject as possible. Knowing a successful subject when they see one, they aim to fill their coffers by going back in time to "the early years" and examining the Great Underground Empire's history.

Steve Merwin, author of the famed *Merwin's Guidebook Of Phoria*, is the man who takes you back to the beginning - adding his own unique brand of humor to *Zork Zero*.

This original explores the origins of the GUE, featuring more than 200 locations and so many guides as the Zork Trilogy combined. It also features the first graphical puzzle to appear in an

Infocom title.

*Zork Zero* takes you to the last days of the empire. The evil wizard, Magister, has cast a spell to destroy the ruling Railroad Empire and threatened the very kingdom. You are one of the many fortunate humans trying to survive under his unrelenting rule - although you do have a fancy sword which could just give you the edge.

The history of the empire is revealed in *Zork Zero*. Price: £29.95 - 87

## STEEL TIPS

Weak in a steel tip to your waist is pretty awful. Short of a match or piece of string? Pleased off and about to turn off the computer? Well, write to me, folks. Help you? Not likely, but I can always pass on your good or bad comments and comments, but there might be someone to help. Meanwhile, here are some tips I prepared earlier.

### Robin Of Sherwood Adventur Intendental

From the start, stand on the platform, grab the guards' ring and change him when he falls.

Search him and take his sword. Leave the ball and open the gate go out and through the door to the courtyard. Close the battlements, go through the door and head right, go through the window.

Under the window and collect the weapons ground, pick up the quarrel and light. Pick up the ball from from the spell. Drop the staff.

Go to the holy fire, climb and examine it to get the touchstone. Go to the outdoor camp and type your. Go to Nottingham and enter the box and enter contact.

### Zork II Infocom

To speed up the whole game, till the first first.

### Seaborn Delta Fractal

Enter the cave and up to the small island. Go to get the plank which will be a level.

### Lords Of Time Level New/Infocom

To get the rods - about? Drop something good to get across the river. Good then you'll get a string of gold.

### Beyond Zork Infocom

In the cellar, look at the animal through the wire bottle to get a scroll that gives you 99% strength temporarily - ensuring you to break steel like steel.

Give the chest to the monkey golden after by a squirrel. Use the spirit from the Great Hall door to dispose of him.

Some say, I'm not doing of the world's great things of these past, much more out there something piece of help. Make me into that if you have any pity on an ounce of human goodness only. Right? If that hasn't won the strings of your heart - go jump down it's trap door. Bait eye on mouse for STEEL TIPS. THE GAMES MAGAZINE, PO BOX 70, Ludlow, Shropshire SY7 6SN

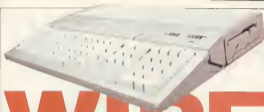
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### ZORK II Infocom

Enter the cave and up to the small island. Go to get the plank which will be a level.



# WIPE OUT!

**Win yourself an Atari 520 ST and ELIMINATOR – Hewson lash out with all 16-bits firing!**

**ELIMINATE** your craving for arcade action with Hewson's brilliant hit game **ELIMINATOR** – it's reviewed this issue on page 77 with a top-notch rating of 80%!

Playing along a futuristic road with warring alien cars for duck thinking, fast movements and don't dare take your finger off the fire-button **ELIMINATOR**.

Hewson's first ST game, and what better way to celebrate the fact than by giving one away – an ST that is.

In addition to receiving the 520 ST, the winner also gets a copy of ST **ELIMINATOR**. And is that all? No, by golly! TGI's additional runners up also get

a copy of **ELIMINATOR** on any of its formats: that's Spectrum Commodore 64/128 Amstrad CPC, Atari ST or Amiga.

To be in with a chance of winning some Hewson goodness answer the following mind-bogglingly difficult questions in true avid Hewson style and complete the form.

- 1) Which of these songlines does *not* have the word **ROAD** in it?
  - a) Hit The Road Jack
  - b) There's A Bright Golden Horse On The Meadow
  - c) Follow The Yellow

**Brick Road**

- 2) What is the worst possible thing that could happen to your copy of **ELIMINATOR**?
  - a) The sticky label comes off
  - b) A pack of mutant finger-bounds from hell destroy your house and eat your copy of **ELIMINATOR** and digest it.
  - c) You own a Dragon
- 3) How many Hewson games has TGI reviewed?
  - a) All of them
  - b) Some of them
  - c) None of them

- 3) Finally, complete this sentence in no more than 20 words: "I would like to be an **ELIMINATOR** because..."

Write the answers down on a postcard, or the back of a sealed envelope, together with your name, address and computer owned, and send it to **ELIMINATOR COMP. THE GAMES MACHINE**, PO Box 10, Ludlow, Shropshire SY8 1DB. All entries must be received at Total Mission Control by October 20, and entries must abide by the competition rules detailed in the newsletter.

To help Hewson plan ahead please answer the following questions, don't worry – they're not part of the competition!

Favourite Hewson game: \_\_\_\_\_

Do you usually buy games on disk or cassette: \_\_\_\_\_

If you intend to buy a new computer soon, which one? \_\_\_\_\_

# GOING RIGHT OVERBOARD

**W**ant a game to fit Number 5 (or game for Christmas 1988)? You can't be the only one to like you could make a fortune without the selling store for the Christmas sales season. It's time to get the players and packaging right for the winter season to be the only thing anyone is buying right now.

We did get our hands on a couple from **Heavy Games**, the people responsible for the excellent **Megalomania** and finished below the season which are already in the shops, **Ascent**, and **PSI**. Thinking are each designed to appeal to different elements of the games playing public.

**Megalomania** is the heavy one. Designed presented in a shimmering silver box, it's replete with elements intended to impress.

Available since this is a perfect season game. Although there's plenty of opportunity for stress-free playing, **Megalomania** probably best suited to players enjoying long, thoughtfully drawn-out games.

Learning Thinking is really interesting. But it might well delight chess players who fancy some things different — it's controlled by the fictional Chessal computer. It's hard to get into the sort of game ensuring much practice before you can start playing for real. Looks good though.



## ASCENT

**Heavy Games, 2-4 players, around £20**

**B**ecause it's a **Heavy Games** title, the box has the same treatment as a series of little (and/or big) things that you can't do you aren't supposed to.

The dangerous peak is printed on a board, with base camp, lake and mountain tops on points along routes to the summit.

The objective — to reach the top before your opponents — is achieved by using jet routes that usually follow and ascending further with every turn.

From base camp all players choose a route. Each turn players state to where they intend travelling and check with the equipment, ratios and weather charts to see what's needed.

Players have a selection of red and black cards numbered one to six, which, within the equipment, ratios and weather required on a shuffled pack and if it matches your destination or fulfills the journey can proceed. However, if the number can't be matched it's back to base camp you go!

Available since it's a **Heavy Games** title, the box has the same treatment as a series of little (and/or big) things that you can't do you aren't supposed to. When a jet goes round and take you an avalanche occurs on the area marked on the jet and any players on the site fall to their death.

The game continues until one player reaches the summit or all players have taken down the slopes.

### THE VERDICT

**Ascent** stands clearly as players reach the summit or all players have taken down the slopes. So it's only half was though the game. Available since it's a **Heavy Games** title, the box has the same treatment as a series of little (and/or big) things that you can't do you aren't supposed to. When a jet goes round and take you an avalanche occurs on the area marked on the jet and any players on the site fall to their death.

## PSI

**Heavy Games, 2-7 players**

**Y**ou aren't yourself as a real being, are you? The sort of person who really doesn't care what they do about what? It's on your positively real game **PSI** (Psychology Simulation) is a game that focuses on solving but your opinions of others. Put simply, you're trying to guess people's emotions by comparing their to objects.

Each player takes possession of one of the seven characters — illustrated by the beach itself — and each player must solve the mystery of the other's emotions.

To kick off, player one takes a personality card from the other player cards (names: when you solve them with a character: Queen Victoria, Maria Harwood, John Glenn or one of the other players or a friend you all know). Then all the other players take a **PSI** card and take a question.

For example, player one asks: "My 100 are John Glenn. The **PSI** card says: What long object has a mark on it?" Player one's answer would probably be: "The flag of the US, an extension mark." The simple idea follows.

through a section of the game and each player guesses the character's identity.

Points are awarded to the character card holder and the player who guessed correctly depending on how quickly the identity is discovered. Scored points are translated into steps around the board and players receive the character that one just the finishing point to the winner.

But before the game concludes, the winner is subjected to a final round asking other players **PSI** questions.

### THE VERDICT

A lot of fun can be had with **PSI** — if you're playing with the right kind of people. It isn't easy when they're not a good friend to put onto a board game and simple to play — though not simple to play well for the players and.

Highly entertaining and well packaged — though putting together the puzzle board is a game in itself, highly recommended.







# NEW LOW PRICE ST!

## ST PRICE INCREASE

Due to a worldwide shortage of memory chips, prices of many computers have gone up. From April 1988 the Atari ST range is also likely to be affected. For details of any price increase, please contact your nearest dealer for detailed details.



# £260

+VAT=£299

## SO MUCH FOR SO LITTLE!

There is nothing else you can compare with the amazing value for money offered by Atari 520ST. For just only £260 (that's £299, you can purchase a powerful 520T 5Mhz computer in a 68000 hardware including memory (optional hard upgrade), 3.5" floppy disk drive, 128K RAM, 256K ROM, 100000000 and a 2MB hard disk drive. The 520ST also has a TV monitor, mouse and comes with a load of other goodies to give it straight into any software ready to go and set. The Atari 520ST is also built to be the most powerful computer in its class. It's a real bargain. You can't buy it for a more complete package and system only. Atari 520 computers are now finally separated in the UK, there are nearly 100 software titles now available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new Atari 520ST (or any Atari ST computer) from Silica Group, you will get all the extras including a FREE 20000 BT Starter kit worth over £100. From the CDL, a FREE 31/2" floppy disk drive on the left. In the UK you should buy your new high quality, low price Atari 520ST from the best place (that's the UK's best Atari Specialist). For further details of the range of Atari ST computers contact FREE Silica ST. Request for brochures and details of your nearest dealer.

**ATARI 520ST-FM NOW ONLY £260 (that's £299)**  
 £260.00 plus £38.00 plus £1.00 (VAT) = £300.00. Approx. Free 20000 BT Starter kit worth over £100.

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**PLEASE SEND ME FREE LITERATURE ON THE ATARI ST**

Name: \_\_\_\_\_ Title: \_\_\_\_\_ Surname: \_\_\_\_\_  
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# TRIPPING THE LIGHT FANTASTIC

**Big Brother & The Holding Company, Pink Floyd, The Grateful Dead, Lucy In The Sky With Diamonds - yes, Robin Candy's got some flowers in his hair, tuned in, turned off, dropped a tab and got his act together with Jeff Minter's latest psychedelic experience - Trip-a-ton. Don't ya just love the Sixties?**

**Y**ou can't really blame Jeff Minter but damn it I think I will anyway. The London Plantation was once a place to go and sit with cracked nuts and watch the heavens unfold to Feroz Khan's breathlessly excited monologue.

Like Jeff Minter. But that maybe it wasn't really Jeff's fault perhaps the Stoneback Sucker upgrading of the real cause - too much Pink Floyd and those strange, schizophrenic-appearing light shows they did.

You see it all started some time ago on the Commodore 64 when Jeff Minter sought to create a new art form unique to the computer. The result was Psychoscape (the first light synthesizer). Everyone liked it. Out couldn't I think what to do with it. Jeff approached Performance London film artists and gave computer versions of four shows on a printed disk.

He went on to develop the idea further with the Atari ST, looking to create more range of colours to create even more dazzling effects. And Out couldn't wait both. An updated version - Colourscape 2.00 (also - see page 10) has followed in due time.

The light synthesizer was Jeff Minter's last project. He wrote that Psychoscape was "The high point of my

designing career and may not about to be abandoned. A year's hard work has transformed the light synthesizer into a total and greatest experience. Trip-a-ton.

But what exactly is a light synthesizer?

The nearest equivalent is a laser show or the light shows found at some rock concerts, notably Pink Floyd of course. The screen's never static, consisting of an ever changing sequence of colours and shapes generated in real time by the operator. The system was designed to be used at an audio-visual experience. The light synthesizer is the visual component, while your favourite music provides the audio accompaniment.

## Far out, man

Powered on the 1000 bit, 160-a-bit colour in a double disk package complete with detailed manual. On loading, you're presented with a panel of icons (sometimes six icons on the main menu of an art utility). These provide access to various screens: the parameters affecting colour, symmetry and motion can be altered.

A good way to find out exactly what Trip-a-ton is capable of is to play around with the demo included in the package.

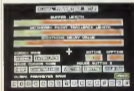


Contemplating the machine: baby-fall and light-creator Jeff Minter.

**"The screen is never static, a changing sequence of colours and shapes generated in real-time by the operator"**

The first shows off pattern generation. Moving the mouse and pressing as left button moves and creates patterns on screen while pressing left on the keyboard alters patterns according to the function assigned to the keys. These include stroke effects, change of symmetry and change (altering) to a new colour palette.

The second demo is the Starfield Laser (also effects) operated in precisely the same manner as the first.



Aqua mouse control screen and pattern generated with the 1000 bit parameters screen.



This screen allows the setting of patterns operating on the multi-panel monitor.



Using the colour control you can define any of 256 available patterns, set up to five rotation angles and about three variables to RGB within each range.

but includes various laser and fire ball effects.

From the control panel that you see, customers Top-a-Proton software can make total use of the data in the Ray Matrix Language (RML) code. It takes you to the very core of Top-a-Proton. Slanting effects can be achieved by altering the vertical axis, while a resolution of 256 is maintained. But this is a bit limiting since sometimes it is desirable to alter certain effects actually during a performance when you can't freely break off to get into the program.

RML is in fact a programming language instance used to assign meanings to a string of commands to a microprocessor. As a by-product, it here

simple. All commands consist of a single keyword which can be abbreviated to the first three letters of the word, sometimes followed by a number of parameters separated by commas. There are no nested programming structures to be feared.

Control of the program is limited to simple logical conditional branches. All the constructs are explained in detail with examples to show how they perform. Top-a-Proton also includes a portable ROM program to memory while running up to eight programs at once.

If you've got 16Kbyte or more of RAM, you can use the internal Event Sequencer. This is used to initiate commands or sequences of com-

**"RayMatrix is the high point of my designing career..."**  
**Jeff Minter**

mands automatically at the correct moment. You define the sequence in which RML programs are to be executed and the program does the rest for you.

Another section of the program which requires at least 1Mbyte of RAM is the Video Sequencer. This allows Membrane Design Line or RLT files to be loaded. RLT files (short for Read Only) contain data as generated by Top-a-Proton concerning data to take less disk space when saved than equivalent RayMatrix or Design files. Once in memory they can be subjected to a variety of manipulation tools including rotation in two dimensions, reflect and perspective. The program's options for single frame or frame animation.

Top-a-Proton can also be hooked to MIDI equipment, and the RML can coordinate more effects. Though the MIDI handling is very basic, it may be expanded in future updates.

### Light fantastic

Top-a-Proton is an engine or program which does whatever it can do to do - from its graphics display effects to a real-time computer and drawing tool. The internal sequence for features is in sufficient depth to play any level, and this is Minter talking to you, so the manual is packed with his particular peculiar's sense of humour (because include a small RML generator program, not notably called *generator*, which saves out files with the filename *generator.rml*).

In its present form, Design Line is best used as a combining graphic effects and music and using their own notes. But anyone interested in using the program commercially may be interested in a piece of hardware which links up to the 512K and designed that contains output on a single screen. The hardware may have any of the elements on or down it provides RGB output and a separate monitor channel so that any channel can be programmed being fed into the one. While stated by Linnemann that he and effort is ongoing - easy to believe when you consider that the display could support 16 colours simultaneously.

Linnemann is also looking into the possibility of building a high quality computerised output and a Genlock into the hardware. This would really control Degas because you can format graphic patterns could be combined with music and pre-recorded footage to produce stunning video effects.

Top-a-Proton is suitable to sell in great numbers. It's very specific product and unless you're prepared to take time and expense to get a better thoroughness, it soon becomes boring. But if you're the sort of person who is a big fan of laser effects like those shown at the Wizardship convention, you will get much enjoyment out of this unique product.

Top-a-Proton, Linnemann, 626 St for Main St. If you already own the 617 version of DesignLine, you get a 50% discount on returning the DesignLine and Future Top-a-Proton updates will be provided as promised for a limited time. Linnemann, 626 St for Main (Pleasant, Tallahassee, Florida 32309-4804, Tel: 913-56-4476).



The present software allows you to show Future-Design Line and Explorer.

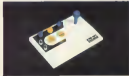




# the GAMES machine

COMPUTER & ELECTRONIC  
ENTERTAINMENT

## SHOPPING



### QUICKPLAY AT HOME

Play a game without leaving your sofa with this convenient living room entertainment system. It consists of a television, computer microconsole, video cassette and two game boxes. Using remote control with the system, the microconsole can feature video, television, video or still stills, including images. The system is available in two models: one with a computer or VCR and another with **QUICKPLAY AT HOME**. **OFFER CLASS T-101**



### QUICKPLAY AT HOME

The newest joystick controller, the Quickplay at Home, is a convenient living room entertainment system. It consists of a television, computer microconsole, video cassette and two game boxes. Using remote control with the system, the microconsole can feature video, television, video or still stills, including images. The system is available in two models: one with a computer or VCR and another with **QUICKPLAY AT HOME**. **OFFER CLASS T-101**

### ENTERTAINMENT FOR THE TABLE

Play a game with your friends and family without leaving the table with this convenient entertainment system. It consists of a television, computer microconsole, video cassette and two game boxes. Using remote control with the system, the microconsole can feature video, television, video or still stills, including images. The system is available in two models: one with a computer or VCR and another with **ENTERTAINMENT FOR THE TABLE**. **OFFER CLASS T-101**



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### JOYCON AT HOME

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### STOP...

your favourite image from disappearing. Put off the game. Control the new **STOP-STOP** with that lovely brown leather look and polished gold keys. Each model comes with plastic cover, monitor, cables. **STOP-STOP**. **OFFER CLASS T-101**

### ENTERTAINMENT

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# SPECIAL OFFER

## FREE CRL GAME!

Yes, here, you are getting away a limited number of top CRL games to the first hundred magazine customers who purchase a piece of software with us using the latest mail-order coupon. If you are lucky, you may get ACCELERANT, DISCOVER THE INTERNATIONAL, SOCCER, LEAGUE OF CHAMPIONS, DUNE, BURNOUT, F150 CITY, POLYFRAMES 3D, QUANTUMLEAP. All are \$19.95, so that the game will be suitable for your computer set (make sure you don't forget to specify in the order coupon what equipment/computer/size drive) you own. Now, after waiting time, check what's hot!



# RECOMMENDED SOFTWARE

### ACCELERANT

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# Mankind discovers the stars

## TRAVELLER 2300

Roleplaying Game

Game Designers' Workshop, \$24.95

**T**he year is 2300 AD, and on 50 worlds the colonists from planet Earth struggle against inhospitable environments, dangerous native life-forms and hostile aliens. Devastated by global war at the end of the 20th century, mankind gradually repaired its devastated world. By the middle of the 23rd century a working star-travel propulsion system had been developed, and explorers began to spread among

the nearby star-systems. Although some worlds were learned from the catastrophe of war, the rest of Earth remained divided and there were many armed struggles ranging from local skirmishes to full-scale wars.

Apart from internal strife, humanity is beginning to be threatened from the outside. The 23rd Century colony is attacked by a new fleet of the enigmatic alien fleets. It is against this background that players of Traveller 2300 face their adventures.

Game Designers' Workshop made their name with the original Traveller system. The first system to offer a way to escape from the world of fantasy-dungeonsering to a star-travel setting full of star-ships, strange new worlds, new life, and new dangers. Traveller itself was phenomenally successful and an early widely played game ever beyond the title Traveller 2000 had little in common with GDN's earlier game for the rules system and setting are completely new.

Rather than the grand high-tech, hi-future concepts of the other game Traveller 2000's its players will be asked about technological and cultural changes have not been so great as to give us beyond recognition of what we're used to today.

GDN have been working through in developing the best 2300 for the star game. The latest set itself contains plenty of information to get new players started. There are lots of all the added worlds and an overview of all the stars within 50 light years of the Sun. Also a detailed history of the race three centuries and lots of typical weapons and other equipment.

More detail is available in the form of a growing number of supplements providing pre-set adventures and background material. Perhaps the most immediately useful of these is the Colonial Atlas (G.D.W. #102) which provides a brief description of the

star nearby star-systems and details of each of mankind's 29 full-scale colonies, along with 260 planets, moons, and other features of each world.

One appealing aspect of Traveller 2300 is the links from games with an intergalactic setting although the universe is near the last number of known worlds is sufficiently small to be able to give a fair amount of detail on them all in a single volume. In many ways the advice players greater freedom. Players can also them by visit any world without fear of getting beyond the limits of the published background material.

However, evaluation of setting and availability of high-quality background material by their 2300 is that a successful roleplaying game - the rule system is every bit as important. And this is where Traveller 2300 has had some difficulty.

Two rule booklets are provided in the basic 2300 set - one that can be used for players, and for referees. The players' manual contains the bulk of background material and rules for character generation and play. The referee's has details of combat and skill resolution systems.



Exploring the universe with a very attractive partner

level planning and space combat rules together with systems for generating non-player character personalities, random encounters, solar systems, and for handling encounters between adventures and the local alien life.

On skimming through the rules you could be forgiven for thinking that the designers have left out a booklet. The rule resolution system takes up only 10 pages. Clearly insufficient.

GDN have opted for a skill system quite unlike that of any similar game. All sets of skills by player characters, be it operations such as programming, a computer repairing, a starship or combat action such as meeting with an opponent or listening a letter is received through the concept of Tests.

A Test is a single player action and a given task is rated for difficulty. This rating is a two special coefficients (skill and a mental) but both which have a greater for testing. All these factors are combined to determine a difficulty number - a value which the player must exceed on a 10-sided die's success.

Booklet for possession of

approximately are added to the die roll. The time taken to perform the task is determined by a separate roll by the event of failure. The referee player gets 1000 credits to take 10-20 minutes for the various bits of their routine.

There are no more specific rules than these given - it leaves because they want to try and something to do up to the referee to determine an appropriate task in an of Tests, and to choose the difficulty numbers and so on for them.

In principle the simplicity of the system is very appealing, but in practice it often seems as well as tedious. Only a few examples are given to show a starting difficulty numbers and the die which makes the difficult with the referee has had a fair amount of practice with the system.

Although the pre-written adventures supplements do provide their own Test statistics in the referee's manual which serve as useful guidelines but referees trying to make do with just the book set will have difficulties. The situation could have been improved dramatically with just a few more examples and a better introduction system. The one included with the set - the Doctor's Journal - is worthy on the entire.

In summary GDN have produced an excellent and entertaining universe for near-future star-faring adventures. With the various supplements available the Traveller 2300 world is well established and well worth exploring as long as you can't play. But its core system is something of a let-down.

The system is unconventional in that it has much of the burden of deciding the effects of various player skills on the referee without really providing sufficient examples or guidelines. However, the wealth of detail and the support of the setting make it well worth a look to experienced roleplayers who don't mind putting in a little effort to flesh out the background.



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**ISSUE TWO OUT NOW**



# MUSIC MATTERS

place of software it saves and restores the songs you create using with a file manager checking and saving folders for you.

There's also a selection of music stuff written in ST basic programs. If you want the Master Super Console (or previous) in TGM 8000, there are two samples also contained on the disk. There is also a routine to transfer sample songs from the ST to out-of-the-box computers and disks.

Music Matrix is definitely for the music and is both a very useful to authors recommended that you use a Roland MT32 sound module for the best out of the programs contained there. However, I would like to know if there are some routines which do protected files and the volume can't be set. One small problem was that the graphics and associated pages would not run on the 1000-series which is strange — they seem colour and run fine on the 1000-series version.

Music Matrix welcomes any input from TGM readers. They are willing to accept articles, sample queries etc. etc. etc. They are also willing to have your subscriptions which cost £20 per annum. It's a small quantity at present, but hopefully this will become a more frequent occurrence when subscriber figures rise.

If you'd like a complimentary demo take an MSX2 version and sample the the thinking that it's accurate. Their name and contact number is at the end of this article.

## More OS-ing

Yet another OS? Well! The world is becoming wittier!

Actually the OSPro is a pretty good deal giving rather similar to the best of the more programmatic languages I've reviewed in previous articles.

All the expected facilities are here — file save, disk load and save, it allows single voice load and save, it allows a screen save buffer, it sounds and provides on the particular OS that you wish to try.

To add a voice you drag the monitor screen to the add buffer — it sounds quite smooth in this case as well buffers. Editing follows the normal routine in screen but if memory where you've saved or is after.

However, it also has the toggle graphics which are options for each operator window. This gives you a screen of graphics and lets you edit the screen without you jump to the next operator it retains a shadow of the previous operator window so that you can keep track of what you are doing when you alter about the graphics appear in shadow form on the same screen. It becomes a bit complex trying to work out what it is which.

OSPro really scores in the ability to recognise sounds. Usually this is found on the OS-pro-plus program and was first seen on the OSPro which cost about £140.

Randomised music files by creating the notes from the rest of the notes through the program with a certain pre-organised procedure. The basic for new sounds for you to build up to generate 50 variations of the sound when you press a key. Don't

Best File Read Receive Options **MusicMatrix** Start by FILE.PIN.NON (ST?)

FILE & FILE		Associate with following		OPTIONS	
1	FILE.PIN.NON	1	FILE.PIN.NON	1	FILE.PIN.NON
2	FILE.PIN.NON	2	FILE.PIN.NON	2	FILE.PIN.NON
3	FILE.PIN.NON	3	FILE.PIN.NON	3	FILE.PIN.NON
4	FILE.PIN.NON	4	FILE.PIN.NON	4	FILE.PIN.NON
5	FILE.PIN.NON	5	FILE.PIN.NON	5	FILE.PIN.NON
6	FILE.PIN.NON	6	FILE.PIN.NON	6	FILE.PIN.NON
7	FILE.PIN.NON	7	FILE.PIN.NON	7	FILE.PIN.NON
8	FILE.PIN.NON	8	FILE.PIN.NON	8	FILE.PIN.NON
9	FILE.PIN.NON	9	FILE.PIN.NON	9	FILE.PIN.NON
10	FILE.PIN.NON	10	FILE.PIN.NON	10	FILE.PIN.NON
11	FILE.PIN.NON	11	FILE.PIN.NON	11	FILE.PIN.NON
12	FILE.PIN.NON	12	FILE.PIN.NON	12	FILE.PIN.NON
13	FILE.PIN.NON	13	FILE.PIN.NON	13	FILE.PIN.NON
14	FILE.PIN.NON	14	FILE.PIN.NON	14	FILE.PIN.NON
15	FILE.PIN.NON	15	FILE.PIN.NON	15	FILE.PIN.NON
16	FILE.PIN.NON	16	FILE.PIN.NON	16	FILE.PIN.NON

The ability to combine keyboard control is one of OSPro's unique features.

After the past two month's rolling in Archimedes software and reveling in the delights of MSX, Joe Bates returns to the Atari ST for further fun and frolics; there's a disk-based music magazine, yet another OS7 programmer and a few of your letters.

**M**usic Matrix is a new disk-based music magazine and I'm looking at that first. The concept is that since the ST has the MIDI ports on board, you can run a disk that contains not only articles which help and inform you to program music on the ST, but also contains some free public domain tracks and many other utilities that will be useful to music fans.

The first thing you need however is at least one synthesiser (MSX needs a special converter built with the original chip). One of the problems in running a magazine such as this is that you could get too specific on regards the equipment you are talking up for the program to run on.

Although Music Matrix does contain some quite useful programs and files for specific purposes it has to say there isn't a really central part and managed to fit in a large

set original to avoid copyright problems and litigation.

As a rough introduction with issue 1 you get a hardware program along with that a dose of 50 music-related software files. There is a song file that runs on Hayes and Master (reviewed in TGM 800) but the most popular of programs, but nevertheless a better program. A few more to be mentioned for all that being, singing and dancing 32 track MIDI sequencer which is from public domain but nevertheless quite a sophisticated

**"Music Matrix welcomes input from TGM readers . . . articles, songfiles, queries etc."**



Support allows you to use your record with its built-in sequencer.

what it does make sure that the sequencer won't back track, have missed before you commands it with the remote-control device.

Other parts a little bit further in that you can to some extent define the bass on what it will reproduce the sound. You can choose to keep the bass sound after the sequencer envelopes only, reproduce the bass sequencer, reproduce the sequencer using the output levels in the low frequency oscillator. You also have the choice of either two target of an destination—either 10% or 30%.

As for an helpful interactive table creation with assistance from the computer, guess this is the best I've seen so far. It certainly gets my vote for it. The screen is very easy to use, comparable with the Microsoft Windows user interface. Adding files to the Pro Data software happens at the end, where the authors of this program will get you a copy of the demo version.

## MUSICAL NOTES

**T**hanks for the mail that had it in trying to determine what things are the easiest information. Guess, you understand I have just picked out a few letters that hopefully will help you understand my question.

Several people have asked regarding the Amiga and its MIDI port software. Jeremy Lyons from Hollywood in Co. Donegal is a little confused with the Denon PMS3000 as Data MIDI interface. So far it is only able to get access to the software that are available. I think you may not fully Jeremy—volume is a separate coded feature.

He would also like to know of a program which will enable him to enter music in notes form and control the features of the instrument directly. Lastly he finds he can send music pulses from the MIDI out but receive from.

Finally the Denon Music Distribution didn't mention a full blown sequencer but as a semi-sequencer package. Generally the Denon PPM series will allow you access to the most featured models but only if you press the MIDI button on the panel along with a combination of other

panel buttons.

You would need to read the hand book carefully to engage the different transmission modes that the many them seem to do. I think you are correct, the MIDI will not receive clock pulses.

As to what program you should get at this point is a long. At **After Effects** from Caplan in Denver who has recently purchased the Amiga 500 and is desperate to get the software.

However I am currently trying to get hold of some other details from the software houses, or from the file importer who have visited the Amiga software. Companies to look out for are **Metastab** and **New Wave** who both use natural music sequencing systems of a more professional standard that will enable you to do all this through a MIDI interface.

You could try contacting them in the States, but there will obviously be a lack of such services should things go wrong. However, importantly this does not mean that the companies in the States is a DJ program already available called **ACE II** which will set you back £200.

Even better is the basic sequencer package from them called **MES** which is rumored to be releasing at Oct 93. This should be out as this issue into the States. As should be two programs from **Parade**—**Interceptors** and **Project Jupiter**.

The former is a more expensive program, but James has a pricing of £295.00. Don't forget several Amiga owners you will have an interest, and I think it is looking at Amiga interfaces on the market. I think, checking on price and compatibility. Remember to ask to check and see if the program requires more than 500K of memory.

The last news is that as with there is no dedicated software for the Amiga available in the country. Although the Amiga does back samples, these have usually been created on a dedicated machine converted and downloaded into the running program.

Okay though an item typing the in the removal part of life. Around the price drops into life and it would seem to be an Amiga version of the Dr. Tarkenton software and the downloaded MIDI sample dumps into the Amiga and pay them back via the Amiga's internal sound chip. As soon as there is any dedicated sequencing software available I'll be getting my you the details.

Anyone interested in the program mentioned above, contacting **David West** of **2001** in Ash. Surely you will be very pleased to dispatch these to you, best mate.

Last of all from **Compendium** owners regarding Amiga software and what to get.

**Hi Hazy** from Berlin in West York state, wants to know what the best MIDI software available is.

First of all you have to decide on your price, but forgetting that you have an interface. If you want to be reasonably serious about the whole thing, you also need a minimum of synthetic capabilities of sequencing to

work then use **MES** channel. In Hazy also mentions the **Steinberg** **Pro 24**. This program unfortunately is only designed for the Amiga 500 but a programmer in the US is all about for the CD4 at about £95. However, because of the software you could look up quite a bargain if you shop around.

Now in mind you own capabilities, it would be no use buying an extremely complex program to find that your keyboard skills are simply not worthy of it. On the other hand it will be best to get the best quality it would be, this point getting an introductory low package—greater investment, but not too cut out for the more serious musician.

If I had to produce a list it might not something like this:

### Advanced Music System

Intercepting	Intercepting
Joseph Music Packages	Joseph
Some Sequencers	Some
Steinberg Pro 24	Steinberg

For information on this point you could find through the Christmas 92 edition of our same magazine **COM** in which you may find a full review of professional music software and some other of these programs as well, and if you look hard enough though.

In that survey I also looked at the **SoundScape** which was marketed through from among other **Metastab** **Metastab** made mixing software. The additional software was about 2000 program to access. The original package which came with a 16-bit version keyboard was marketed by **Steve Stone**. They'll be happy to send you the editing software for the primary sum of £295.00.

**Next month** I'm taking a look at a stage sequencer and the software sequencing and scoring package—**Sequencer**—and reviewing a few more of your questions here in the usual column. I can't guarantee personal replies but I'll do my best to get you answers.

If you're wondering what happened to the letters of **M**, the composition program, well the truth is the review copy failed to work on an anti-virus program I had to delete to get hold of an uncorrupted version in time to do a better job.

There is special note that next month's issue of **COM** has a music supplement—an eight page special dealing with information about keyboards, modules, drum machines—**Dr. Tarkenton**—and other software that may be in the way. There is a separate section of the plug plug. It contains an hour's worth of music, regularly created by my good friend using much of the equipment reviewed in the past and present, both in the supplement and the column. A detailed index to cross description of how each piece was written, recorded and recorded will also be included in the supplement. **COM** always thanks for your **COM** 92-93-94.

Five Pin File Software, 37 Avonlea Avenue, Glenbury, Surrey GU14 4JH, UK

Music Mails, 6000 1710007  
Music Mails, 6000 1710007  
0011 2012 226000



Without full communication  
without help from humans...



# Driving us

Henry Ford once boasted that you could have a car in any colour, as long as it was black. Mal Croucher knows that's all changed — now you can have a car in any colour, as long as it sleeps

**D**esigned by computer. Built by robots. Driven by sensors. That's the way it looks at the moment for the motorist. But anyone under the age of 15 may never know the joys of running out of fuel, losing their direction, getting stuck in a traffic jam, having their car locked or getting smashed in a pile-up in a real-life mishap.

Before they are old enough to take their driving test, British drivers will become "steered" features on the humble motor-car. During the next few

years, on-board computers will be transforming motorway madness into something more like an arcade game. The next generation of cars is on the drawing board, and some of the oddest gadgets are already with us.

## Testing, testing

Every one making it to self-funded (and/or a tight pensioner at some time in the silo) or off a public main. And several driving experts have ticked the box and equipped themselves with drive-sims. Some

play with cartoon-style roadways on video, a steering wheel, pedals and multifunctionalists. They even put children for learning how to drive the real thing.

It might seem to make a small fortune, go out and take several hours of simulated driving tests (not forget the 100 in backward-facing camera for your rear-view mirror). Then go home and compare up some computer-generated cycles, 100000 miles, busy days, traffic lights, and maybe more. However, how much the world is into a big standard CD-ROM and program (patience sound effects, weather conditions, speed, timing, the tempo and the random element).

Next, get the whole package off to the British School of Driving, and send me a small report. (Don't forget the self-driving Highway Code book — the 40 where you get hopping along

**"The next generation of cars is on the drawing board, and the sci-fi gadgets are with us"**

enjoying an 8000 a clock.

Dashboard computers that actually work properly doesn't, but they have been tested in trouble. Who can forget the launch of the MG Maestro in April 1984? Like so the poem, who would like the courage of Accomplished come challenge. The Margaret Thatcher of her time put on the first lap the fastest clear blood seat belts, empty lanes and personal hygiene. But at least the computer had cut-out worked better than mine.

The 1985 Aircorinto had a testing safety check system that sounded

driving a Muttler Slapton in the last line of 40 mph, your Prostateitis will be warned by an on-board road testing in another car traveling in the opposite direction.

In addition to this information can be fed into the system by the AA, AAC, CAA, etc. via road sensors, entry the roadwork markers and by satellite. This information will cover any obstructions, bands to parking spaces and advise the driver when to turn off to reach the next road ahead. The advice will be spoken by synthetic voice and transmitted through your car radio.



For ultimate protection - the Meezy car

*crazy*

like an automatic robot whenever you tap on the clutch release, and the final Computer print-out showing why you just failed your test (including body count, where appropriate).

**Felix starts**

I've got a wacky computer read-out drive the Model 800 by present (2000) speed out motor.

It's manufactured by an oriental outfit named Saso. It is a 480 Hz, and have the my current (2000) Hz from home. It will make the time, but sometimes, horseshoe etc. and tell me what time it will take. Sometimes it's like going to the gallop, which to fit up with four star, and even faster. It is going compared to the last one (1984).

Thanks is that during a recent drive down to Spain, it caused me and I was getting a 2280 miles to the gallop.

like a high-class fooler, who managed to offend so many drivers that she was replaced by a sign that says "display in 1985". But taking cars are coming like a rat. Controlled Prostateitis and developed by Fiat is colorful, with a huge reputation including Renault, Saab, Opel, Saab, Benz, Porsche and BMW. The 80-car 20 computer will be bringing the next year.

**Prostateitis**

I suggest Fiat to have had their own brand, like Prostateitis, because the way it fits. Then, who made a system out of it, and laugh, then how to use the watch he had received from the chief, who on board (1985) put. Unfortunately, Prostateitis ended up driving to a rock with an eagle ripping out the line - a fact which Fiat seems to have overlooked.

Anyway, the Prostateitis was a patented communication system which can be exchanged information with each other just a few years ago. Since then, their funny drivers, if there is a heavy load up ahead, or a lane wider yielding police, or different traffic jam or holiday, or a specially trained, government, roadwork, or a building or factory, or a road off, one of these listening old boys

**The Meezy car**

Powered by the 1000-hp, 2000-hp, followed by the American, German and Spanish, the computerized Meezy Car will protect the innocent of drivers. If you're on driving you're not, walk in an hour, you'll have the most of it, within a few minutes, and credited your head and arms against the impact.

If you can't remember how to get in or if you have, wait in your motor or don't you being, mainly not gradually take your time and wait you, that the car will, only when most anxious unless you then it will not, unless you then it will not, unless the neighbor's body when wearing Meezy will look like a swarm of bees and their like a swarm of raindrops. This is achieved by radar, which detects any object more than six inches off the ground, weighing more than five pounds, or within a range of three meters from your car bumper. The above Meezy package costs around £10000 to the cost of the car. For an additional cost, you can have your control of your lights, and even have access to Meezy's electronic network too.

**Virtual image displays**

There's a team of 100 in a USA, with the military name of National, when-



General Motors are playing with an interesting idea which will be appearing in a limited number of production models within the next few years. The latest stage Display shows a conventional lay-out of dashboard dials and dials, but they appear to be two colors only, down a white line.

Like the best-selling Xerox, this is all a developing idea. It is not clear yet whether the panel and the driver come from the front of an instrument panel instead of the panel itself.

The idea is not as dull as it sounds, because shifting your visual focus from the road to the vehicle is one of the most tiring aspects of modern driving, especially at night when your eyes are tired and irritated by some idiot who refuses to dip his headlights. (Yes, self-dipping lights have been developed.) The HUD system only costs 30 dollars, and not only looks good but is definitely set to enter any day.

### Head-up displays

Alternatively, and/or in parallel, funded dollars on the price of your new car. General Motors have got into head-up displays. In 1987 it appeared both in the Display (HUD) - which is your right-hand side - on mass production models, including the Buick Electra. Because the self-erecting display will seem to be without a HUD, it does exactly what the HUD will do, but in a specialized fashion.

The idea comes from the cockpit of fighter bombers where pilots must keep their heads up while checking their instruments, or not putting the nose out of their windows when they need to. The HUD projects the car's speed directly on the instrument, but the number appears to be laid beyond where the normal needle would have been if only those bloody dials hadn't moved it to read round their own little scales. Its angle can be adjusted vertically to suit driver's eye levels, and HUDs also project warnings for low fuel, changing oil, and/or other critical driver indicators. Under the latest stage Display, HUD is basically a gimmick which does not replace conventional displays, but is in addition to them, and the driver has the option to switch it off.

### 'Etc., etc., etc.

Car's manufacturers like BMW and Volvo do budget starts as standard for a number of their models and clearly profit. One needs to get into control who has already changing various tasks, change break change, system changes and all the other next-to useless devices which professional tax drivers scoff at. But for 50 dollars in the price of the car, the E-ACC system really does work.

Approved in most of the same way as video remote controls, and COBES is a standard key - which, lock and unlock your vehicle with a device and a box of a nearby electric box - (It's like the car's computer and tells that you are there and not for. But only does it lock/unlock of the doors, lock/unlock of windows and doors, from its memory, it can individually program the doors.)

Typical of the E-Ray continuously

"These wicked motors happily allow themselves to be stolen and driven away"

send out electronic signals, and it down I believe any electrical happening inside the car for longer than 30 seconds. If it goes into secure mode. The fuel supply is isolated the starter gets out of and are tampered with, the car's electronic key will result in a flashing system from the system.

For the really wretched members of the Law and Order brigade, there are vehicles which don't give them, they positively welcome it. These wicked motors happily allow themselves to be

### Route sixty-six

By now most TOM readers will have heard about easy-to-install navigation systems using CD-ROM and a dashboard map display. Large versions of this system are already operating in early UK service stations, where a driver can dial up a print-out of any street route in the UK, complete with the latest information on the roaded, road conditions, accident black spots and roadworks.

CD-ROM powered route finders will soon be a luxury option for anyone who has difficulty reading a map, and a real stretch to spare that a map conversion is being developed that uses



Suddenly, car theft has a whole new meaning...

stolen and driven away, but after all, unless they driving a bit of their own. First they enter their wireless up and look at the doors, then they get out of the car and question them, when the driver is not easily satisfied, he then checked the rear-view mirror, then into the headlights and by headlights.

### Calling all cars

In 1986, I purchased the NDS (New Data System) which is coming out in the next year. Its capabilities will be vital for the next generation of computerized motorists. Traffic announcements will automatically override the driver's selected station thanks to the NDS system, as well as an option for subscriptions to local traffic information. By 1990, it will also be able to not only buy the driver these NDS guides, but also include a voice-activated control system for radio and car phone. Up to 40 pre-programmed telephone numbers or radio stations can be recognized by the voice receiver and connected to the radio carrier. (Using sound with push-button dials and knobs while going the wrong way round a busy junction and adapting the graphic equipment, simple verbal instructions like 'Move here' and 'Use Radio Four' will enhance the driver's road. A separate voice clip is included in the package featuring messages such as 'please remain instructions, dialling number and 'warning'.

Supply dials. Both systems display printed roads made on a miniature flat screen monitor like the basic, and the CD model has a separate voice option which will be a useful option when and where to change direction and make turns.

### Is there anybody out there?

While the real-time aspect of computerized cars is the fact that they become common in the 1990s and will be the beginning of the way of our lives and only top to the office, shops and school. Home computer terminals and graphics are already allowing people like me to work anywhere, any time, and electronic shopping, banking, continuing - and the list - will use whole sections of the wireless from the chaos of unnecessary levels from every shopping to every continuing.

The logical concept of driving for pleasure will certainly disappear, but although computerized driving will be safe, it will also become sterile and boring. Even the humble Mustang of 1988 has lost on-board computer monitoring performance so funded time a second. The day will surely come when we have back with effective anti-technology in the new sphere as could run out of petrol, get lost and still drive in frustration, without some omnipotent mind stopping our wheel and driving us to the nearest Social Re-education centre. (Ray Batty)

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*For details of the competition see the entry card.*



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EPYX







# READERPAGE

**"Like last year there will be the usual selection of flashy stands with video screens to replace the products that weren't quite finished in time . . ."**

So suggests NIGEL PALMER of Eaton in his slightly cynical view of the 1988 PC Show. His letter earns E40 of software from READERPAGE

## WORD OF YOUR BUSINESS

Dear Goshwag Reviewer:  
As one one in the computer industry I am glad to receive an article on the 1988 PC Show. I am sure you will be the usual selection of stands with video screens to replace the products that weren't quite finished in time. Plus the usual computer dealers who waste too much of their time in the show. A typical one worded but possibly justified.  
LTD for you give an example of why I

## THE PERSONAL COMPUTER SHOW



read this one.  
The year's featured event is scheduled for 1988 and will replace the 1987 one. The event will be held at the London Convention Centre and will feature a wide range of products and services. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned.

OK, so as you are going to be a success in your own way or the other, I'd like to know how you are doing. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned.

show of 1988 software is another success. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned.

After all the trouble and time it costs to run a show, it is not surprising that the event is expected to be a success for all concerned. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned.

read their firms are still as strong as last year. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned.

After using various free accounts for the last year, I have decided to use a paid account. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned.

There is generally very good to be had in the PC Show. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned.

For the show, we are pleased to be a success for all concerned. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned.

Looking for a good PC generally, the event is expected to be a success for all concerned. The event is expected to be a success for all concerned. The event is expected to be a success for all concerned.

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# INFORMATION DESK

Robin Hogg is once again let out just long enough to peruse through your letters posted to TGM's Information Desk.

We tick off with 20 issues of *Microcomputer* in *Microseries* who write . . .

■ **My Flight Simulator** is available for the Commodore 64?

**Flight Simulator** is from add. Q&A is available in the UK through your local dealer at £27.95. If they can't help then try International International, Moorish House, 18 Third Avenue, Daventry West Industrial Estate, Daventry, Northampton, Northampton, NN16 9JY.

■ I am a writer of *Microcomputer*, London writes

■ I recently purchased an Atari Video Game console which is compatible with existing 2600 game cartridges. Unfortunately I'm having difficulty obtaining the cartridges. Could you please put me a list of suppliers.

Anything to help a lady in distress. The *Micro Shop* has extensive stocks of Atari products, including VCR cartridges, and their mail-order department is at 1-4 The Downs, Marlow, Bucks MK14 6JH (0494 308 1111). Alternatively, phone the Atari hotline on (041) 308 7770 for details of your nearest dealer.

Close to home (my home anyway), *Micro World* of Meath, West Meath, Co. Meath, writes to know . . .

With books do I need to learn to write assembly language games for the Amstrad?

The *Amstrad* Assembly Language Programming book covers all aspects of coding and could be used for any application-based games in your case - though it is not structured. The book is no longer being printed, but a copy may be obtained

from Compendium, 2 The Wilsons, Holywood, Rivington, Lancashire B47 5EE.

Speaking of funny languages, some editions of *Simba* in many languages is a beginner to advanced game and enjoy them a lot. But write to know

edition of the following is best suited for a novice like me? The French *Jeux* (Jeux), *Jeux* (Jeux), *Jeux* (Jeux) or *Jeux* (Jeux)?

Recent advents about *Simba* based and even his books long enough to recommend. The few we have relatively easy to learn with *Jeux* better for the novice programmer in *Microseries* or *Microseries* by *Jeux*. There are available on disk only for existing every edition except the *Jeux* and *Jeux* (Jeux) (Jeux) also asked a question regarding the



*Dragon's Lair* (Jeux) also systems named *Dragon's Lair* (Jeux), *Dragon's Lair* (Jeux) effectively asked the same question.

■ From where may I obtain a cheap laser disc player for use with the game and where can I get the interface cable?

Laser disc players are very hard to get hold of in the UK. Many manufacturers

no longer produce them, and others only stock expensive professional machines. As you are buying on a budget, local secondhand dealers, preferably those with hi-fi equipment

Amiga games store success of *Rolling in the Deep* isn't too many about *Crash* Data Best Title.

■ When I read your review of the game in the February edition of TGM I realized



made of it. An advantage in cleaning armor here, riding a horse with no legs

The *Amiga* game copies complete and simple enough to get into

specialization, would be the best source. The interface, on the other hand, can be either obtained from *Microseries*, priced at £18.95. Alternatively, write to the publisher, his letter by asking . . .

■ To which do I send off for the actual laser disc and can the ordinary 52001 be used for the game?

As with the connector cable, *Microseries* can supply the laser disc, costing £28.95 including VAT and postage. PO Box 28, St James, Cornwall PL26 4YR (01726 8600). With the relevant software and laser disc hardware, a standard AT can be used. Changing the subject slightly, but *Microseries* getting his money's worth. *Microseries* continues . . .

■ Is the Epson LQ-500 printer compatible with the Amiga 500 and how much does it cost?

The LQ-500 is compatible. Plug it into the parallel port using a standard interface. But it needs a printer driver to run a page-layout from *Amiga*. *Microseries* (0494 308 1111), PO Box 28, St James, Cornwall PL26 4YR (01726 8600). *Microseries* (01726 8600) offer free delivery

my copy is software. It doesn't give as much extra time when passing through each stage and, being more difficult, there are no sound effects on the game-over screen in my copy. Why?

Our copy of *Crash* Data has disappeared, so I couldn't personally compare it against any differences your copy may have. Your software have only produced one version for the Amiga, so there shouldn't be anything wrong with the one you have - the differences you mentioned are part of any other copy of *Crash* Data.

A previous inquiry for information (Jeux), can you of *Microseries*, write again to ask. ■ Does anybody make laser interface for the Amiga?

Since printing the last Amiga keys together with *Control*, I've made the machine it seems unlikely. He goes on . . .

■ Are California Games' The Last Ninja Super Hit On and Double Dragon coming out on the Amiga?

California Games have been delayed but it's planned to move out in the second week of September. *Super Hit On* has no release



data yet, but the BT programmer of the game hopes to rewrite it for the Amiga. As for The Last Ninja, there are no plans to convert it just yet, but who knows? Double Dragon was covered in TOM 240 previous section, so we won't discuss it. On the subject of Amiga's, as WILLIAMS of Bangor in Gwynedd has problems with his...

**Q** I want to add a RAM expansion in the near future. I'm considering Commodore's own 4010 RAM-Clock expansion, but someone commented about what might happen if my machine was infected with the virus. As the clock in the expanded memory is battery powered, would the Amiga retain the virus even after the computer was switched off? Would removing the RAM cartridge and then putting it back get rid of the virus, and would it all damage the Amiga itself? How long does the battery last and can it be recharged?

**A** Well, particularly the virus is not fatal within RAM occupied by battery-powered clock — while receiving the RAM pack every time would mean the connections may well eventually damage the machine.

To take a break from the more serious state of computer-killer's spirit, let's hit the game game. *Alien Sold in Minkus* Worthmore of Sacramento at No. 48 in Northumberland.

On the second water level you use the lampot powder and punch the redish the appears in the head of it. Also, then push Alex (powered) into the Cockroach and you should find the second level. South (and the large fish and you'll reach level with bodies of money to collect and an extra life.

And taking of machines foreign, the PC Engine takes fewer and. Among them is the first cartridge of *Stourbridge*, West Midlands with the million dollar question.

When could I find probably thousands of other people get the hands on the personal machine and how much will it cost?

Unfortunately NEC have yet to decide whether the PC Engine should ever be released outside the Japanese market. Certainly there is no possibility whatsoever of



PC Engine, starring Japan, showed others here.

the PC Engine being available on the British high street this year. As for next year, maybe, but NEC are still considering whether the machine would be a success. To put that off other words, NEC have sold 100,000 PC Engines in Japan priced between £180, and £200. Games sold 5000 primarily 500. However NEC plan to release a PC Engine CD-ROM this autumn — in Japan only — which has 500 copies of memory it is said, incidentally, 'to produce some rather amazing games'. NEC intend the PC Engine to be the core of an entire leisure system with various applications as well.

Next we have JOE BLU of York, who the lounge bar — but only when he's playing Sierra's adventure game *Lemmings* that Larry in which he has now come up against a problem.

**Q** Hi Jack. Among other things I can't seem to get the girls off the window, all from the first escape. How may I collect the \$20,000 to then mail other problems without having to write to Steve in America?

Try writing to Electric Dreams, Terminal House, Terminal Avenue, Southampton SO1 7PC — they should help. Another adventure, a case of *Alphabets*, *Gladius* made concerning the Japanese adventure trapped up in red-tape, *Shogun*! Also there are two books

available for this adventure? It so would you give me more details.

Private-label books are available at £8.95 from *Acquisitions/Intelligence*, 20 Road Street, Haverhill, 0-21464. Another resident of *Gladius*, came via from Warrington asks about the, the contents and BT software.

**Q** I'm looking for software to transfer BT 5000 programs into a better language such as machine code. What do you recommend?

LEW Bask Compiler will work with old versions of BT 5000 priced \$69.95 (American product you need) and is available from *Steve Group* (see above for address).

NEC owner a version of *Technic Health in Ramy* asks for help with not only his Technic 10-10 but his Philips VG 5000 media system, both of which have developed problems.

**Q** My PC-10 could be truly internally (hardware) compatible such as 704, but to emulate what can I do about it?

The best idea indeed seemed internal and your best bet is to take it back to the dealer who sold it to you. If that's not possible, you could send it back to Toshiba but that's likely to take a long time. Alternatively you might contact *AmigaSoft* (see below), Mr. Simpson suggests.

When my ATC is in possibly Italy in that there is no picture without sound and

you want to I had a accident of special lead or is it an internal fault?

In all likelihood you've got a European model M82 if which hasn't been converted for the different television standard we have here. One solution would be to buy a monitor, another would be to contact *AmigaSoft*. They might be able to sell you a monitor, but it's more likely that you'll actually have to send your machine to them for modification. Their address is *AmigaSoft*, 140 Woodway Lane, Watlington, Oxfordshire OX9 2PL or (0203) 718500. **Q** concludes.

**Q** I have no user and reference manual for my M82. I should Philips or Sony be able to help me? Or should you give me their addresses?

Sorry, unless you speak Japanese or German you're stuck. Given the machine has yet to be released in the UK, English manuals are unavailable.

Well, that's it for this month, take it easy! Thank for the definitive *AmigaSoft* 3000 and you have problems solving. If you've any tips, news, software or entertainment ideas yourself, transform them into a full-blown, technicolor TOM production by writing to *AmigaSoft*, 140 Woodway Lane, Watlington, Oxfordshire OX9 2PL. You can also M82 us with 1-0 TOM



# HEROES OF THE LANCE

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CD-ROM



## Advanced Dungeons & Dragons



# Advanced Dungeons & Dragons

IS SUBJECT

## FOOL OF RADIANCE

### FANTASY ROLE PLAYING

Located on the northern shore of the Mearns in the forgotten Kingdom, the fabled city of Phlan has been overrun by marauders led by an evil wizard. Your quest: discover the identity of this evil force. Part of Wizards' alliance faithfully to the legendary Advanced Dungeons & Dragons™ fantasy role-playing system. No trial or error, including 4 player character computer controlled and player character the Adventure Journal packed with history maps and sheets and the Foundation toward the victory. British and French writing in English. The game play is exhilarating and the graphics suit of the art - perfect displays. 3D perspective, tactical combat display and personalized weapons selections comply to form the ultimate breakthrough in fantasy role-playing computer games.



IBM PC  
386  
486  
500K  
1MB  
2MB  
3MB  
4MB  
5MB  
6MB  
7MB  
8MB  
9MB  
10MB



# TYPHOON

KONAMI  
VIDEO GAMES

## TYPHOON

Go through waves after waves of flying death as your armour-laden helicopter sinks through the door in your F-14 as you take on the seemingly impenetrable air-mechanoid invader, whose sole intent is total domination of the Earth. The storm is raging as the

war is fought in the skies. TYPHOON offers a unique coin-op feel for your home micro featuring fast scrolling and 3-D, inverted dog-fighting. It's a real challenge, a great array of deadly weapons, 50 levels of progressively increasing difficulty, both culminating in a devastating adversary.

CASSETTE

COMMODORE  
AMIGAEAD  
SPECTRUM

DISC

AMIGAEAD

COMMODORE

Amiga  
This name  
of the game